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JULY 1991
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CPC



GX4000



PLUS



AMSTRAD ACTION



BURSTING THE BUBBLE

Pang – Ocean's console stunner

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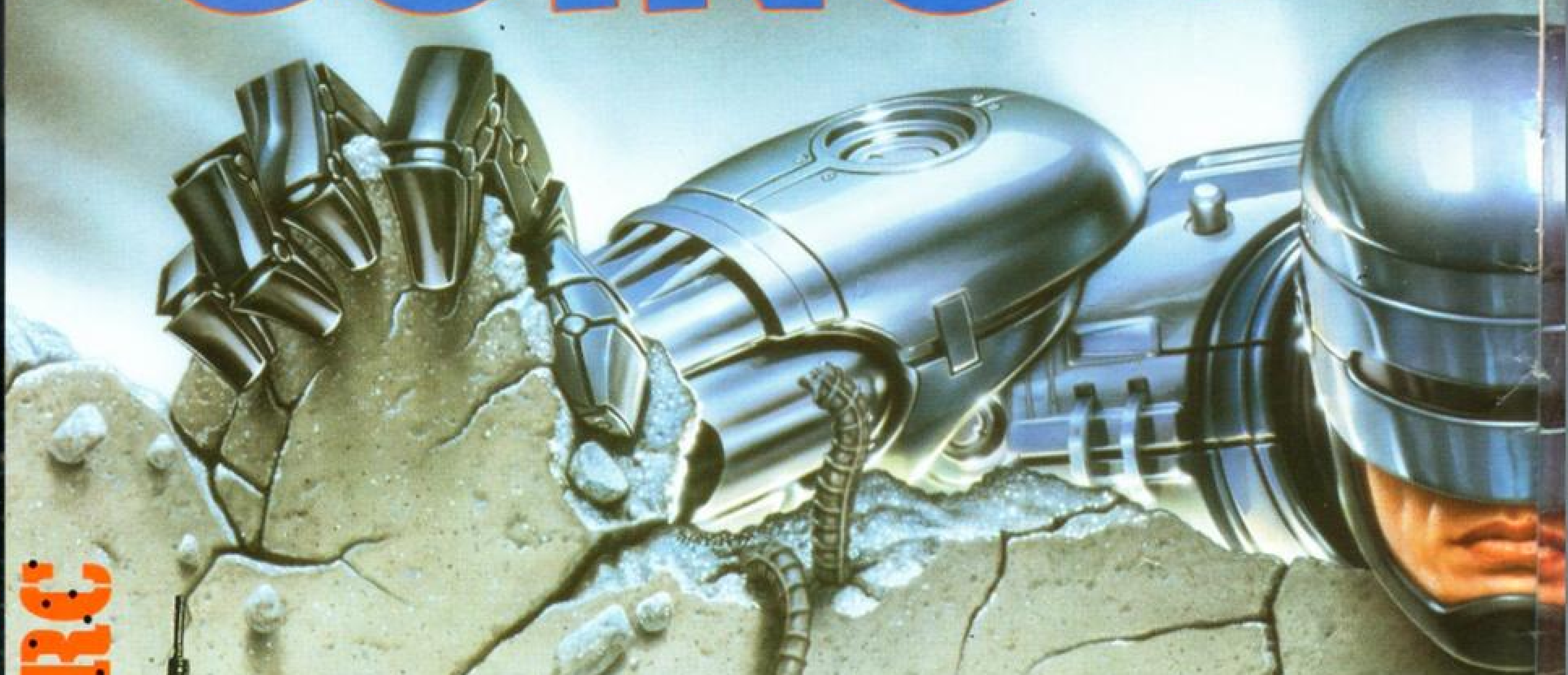
- SHADOW DANCER
- EUROPEAN SUPERLEAGUE
- LONE WOLF
- GAZZA 2

BUDGET BONANZA
New, regular section starts this month

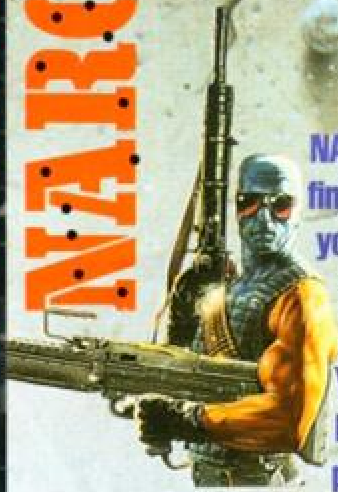
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Easy as ABC Donald Duck teaches tots the alphabet in Disney Software's new series

GOING OV



NARC



NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

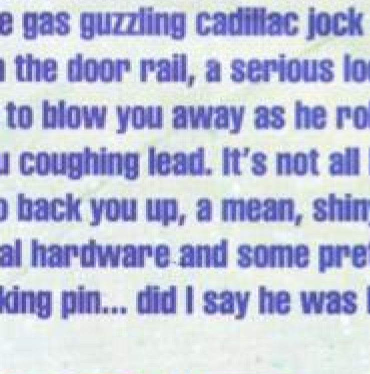
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S



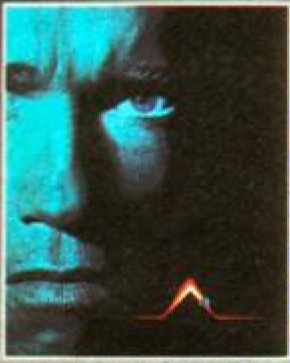


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The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

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AMSTRAD ACTION JULY 1991

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SERIOUS

REGULARS

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LINE UP

ACTION PACK



Two fully playable demos, two full games!

PANG



Attack of the giant gasbags! The arcade smash bounces onto the cart

DONALD'S ALPHABET CHASE



Disney's Donald Duck and his tutorial for tots

SHADOW DANCER



One of the best arcade beat-em-ups for yonks gets converted by US Gold. Is it all too much for the Amstrad? Is it heck...!

TEARAWAY



Phil Howard samples a tricky little hacking utility...

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ACTION PACK



HOW TO LOAD THE COVERTAPE

Loading the programs couldn't be easier! Type RUN" (followed by RETURN) and press a key to start the tape rolling. (A short-cut way to get RUN" is to hold down CONTROL and tap the small ENTER key.)

A menu screen will appear in a short time. Select the program you wish to load. Press SPACE to highlight the program you want followed by RETURN to load the program. *Switchblade* and *Megaphoenix* demos are on side one of the tape. *Future Knight* and *Balldozer* are on side two. Turn the tape over and rewind to the begining to load these programs. For extra convenience, there is a menu program on both sides of the cassette.

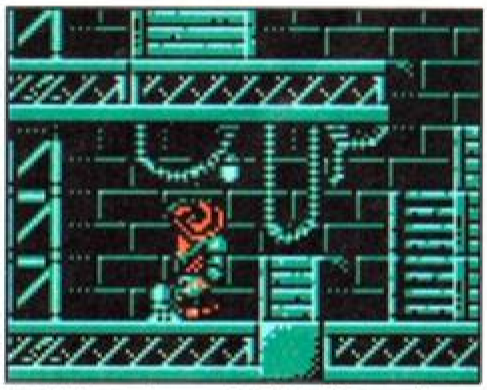
● ***If you have a disk drive connected to your machine you'll first have to type |TAPE to switch the machine to tape loading rather than disk loading. (The | is obtained by pressing SHIFT and @) The computer will load the next program.***



● Billy, don't be a Hiro, don't be a fool with your life. Why not stand on that ledge all day instead – it's far safer.



● What's this then? A power-up if I'm not mistaken.



● Urk! A nasty monster! You'd be well advised to stay out of his road.

SWITCHBLADE

Gremlin's epic kick-em-in is available in both cartridge and disk/tape formats, and scored highly in both (94% Stunner – *AA64*; 90% Mastergame – *AA68*). And if that wasn't enough to persuade you to rush out and buy a copy, Gremlin has provided a few screens to tempt you in this fully playable demo version of the game.

Though the version supplied is for tape/disk, the console version's gameplay is identical, but uses the enhanced hardware to make the game more colourful, so Plus owners can make a fair judgement of the cartridge version from this too.

Guide Hiro, last of the Bladeknights, in the search for the sixteen segments of the shattered Fireblade. Except this is a demo version, so you won't find them all – you'll have to get the full game for that. In fact the game is massive, you see only a tiny proportion of the playing area in this give-away.

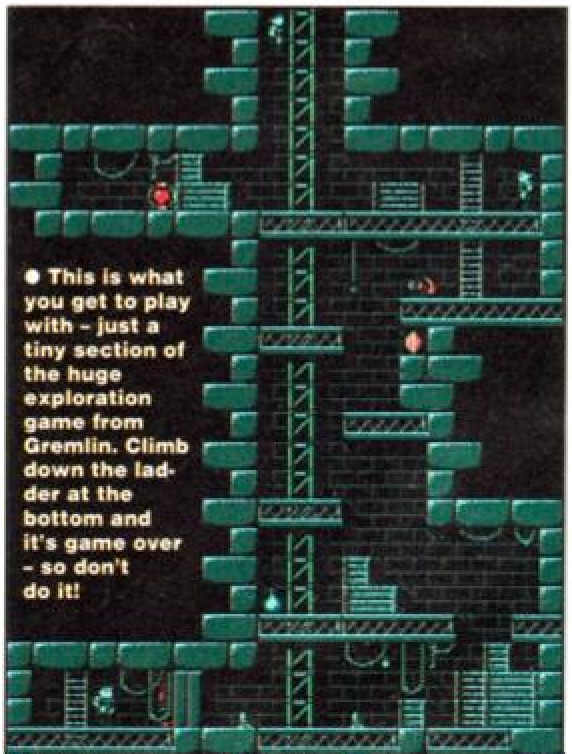


● Switchblade Controls:
(Use a joystick)

Left, Right – run left/right
Down – climb down
Up – jump/climb up
Fire –punch/high kick/low kick

Hold down Fire to build up the power meter. A tap will deliver a punch, holding longer gives a high kick, holding 'til maximum power is built up gives a low kick.

P – pauses/restarts the game



● This is what you get to play with – just a tiny section of the huge exploration game from Gremlin. Climb down the ladder at the bottom and it's game over – so don't do it!



MEGAPHOENIX

Attack of the killer pigeons! Those winged warriors have returned from the past and intend to make the earth one giant nesting site. A lone (or two not-so-alone) warrior is all that stands in their flight-path. It's all a bit like a nightmarish version of *Galaxians*...

This demo from Dinamic gives you just a taster of what's to come.



● Those horrid dive-bombing budgerigars have their beady eyes on Earth again. Not exactly our feathered friends, eh?

● Megaphoenix Controls

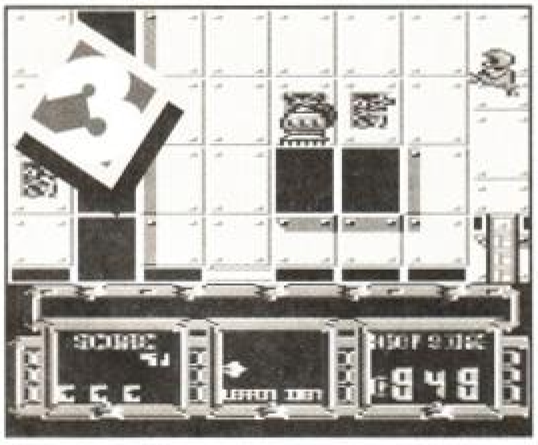
Use a joystick or the re-definable keyboard. Controls are left, right, fire and shield (for a few seconds of invulnerability).

FUTURE KNIGHT

Gremlin's super arcade adventure is yours for free on this month's tape! You play a knight in shining armour with a difference. He's a knight of the future. His aim? To rescue the fair Amelia, who has been taken hostage by all round bad guy Spegbott the Terrible.

Pick up the extra weapons you find along the way and look for the exit passes to escape from each level.

The mazes of platforms are tortuous and the puzzles mind-bending, but you can do it, after all, there's a girl at stake here...



● It wasn't like this in the old days. That's because this knight is from the future! (Hence the name.)

● Future Knight Controls

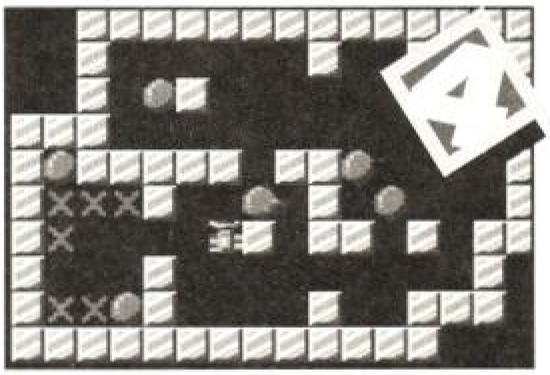
Use Joystick or the following keys:

Q left
W – right
P – up/jump
L – down/crouch
SPACE – fire
U – use object

BALLDOZER

From New Zealand reader Jeroen Erkens comes *Balldozer*. It's based on the Japanese game *Soko Ban*. At the controls of a bulldozer, you have to push a set of spheres into the correct places. Sounds simple? It isn't!

There are ten puzzles for you to pit your wits against. Be warned – they might look easy, but they're not! You can elect to start from any one you like, and there's a choice of whether to use mode 0 or mode 1 graphics. Full instructions are included in the program.



● Guaranteed to tickle the temples and stump your synapses. *Balldozer* is a brain-teaser and no mistake.

● Balldozer Controls

Keyboard or joystick may be used.

Z – left
X – right
; – up
/ – down

In addition you may use the following:

R – restart level
U – undo last move
ESC – quit level

AA

DISK OFFER

All the programs on the *Amstrad Action* covertape are easily transferable to disk. However, owners of the 6128 Plus are unable to connect a cassette recorder to their machines, and some of the rest of you may experience loading difficulties.

We've come to a special arrangement with our duplicators. For a small charge to cover costs, they will supply a disk containing all the programs we're giving away on the tape. If you would like a copy on disk, simply send them your name and address along with a cheque/postal order for **£1.70** made payable to **Ablex Audio Video Ltd**. Send your orders to:

AA70 disk offer,
Ablex Audio Video Ltd., Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.

You may also order previous covertapes from issues 67 onwards – just make sure that your envelope is clearly marked with the issue number of the covertape you require.

Tape Trouble?

We hope that your covertape will load first time. However, having worked with computers for as long as we have, we know that things don't always go like clockwork. If you have problems loading the tape, try the following:

- **Try loading at several different volume levels if you're using an external tape recorder. Computers can be very fussy about the volume they will load at.**
- **Clean the tape heads. This can be done with any commercially available cleaning kit. Alternatively, use a cotton bud soaked in alcohol. Gently rub the surface of the heads and pinch roller to remove that layer of accumulated grime.**
- **Adjust the cassette recorder's head alignment. The alignment screw is located just to the left of the tape head, and is usually accessible through a small hole. Rotate it a fraction at a time with a jeweller's screwdriver. When the crispest sound is heard, the alignment is spot on.**
- **Sometimes the tape spools can jam or stick at a critical moment. Check the spools in your cassette rotate freely, if necessary giving the casing a slight tap against a table edge just to make sure. If, after trying the all of the above, you still can't get the tape to load then you can return it for a replacement. Send the tape, along with an SAE to:**

AA70 Covertape Returns, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.

But I've got a disk drive...

If you have a disk drive, you'll no doubt find the prospect of loading everything from tape daunting. Thanks to our special tape to disk transfer program, you'll only ever have to load from the tape once – all programs are transferred easily to disk.

Insert a blank formatted disk into the drive and the covertape at the start of side one into your cassette player. Connect the REM socket if you have one (6128 owners) – it'll automatically stop the tape in the right places when accessing the disk drive.

Load the menu program in the normal way and select the TRANSFER TO DISK option. Follow the on-screen instructions and press a key when the computer asks you to. It's as simple as that!

Should you experience problems you'll be asked to rewind the tape and try again. Don't panic if this happens – follow the advice for tape loading troubles.

All the programs on this month's covertape are loaded by first typing:

RUN"MENU

Then select the game you wish to load from the options given.

We've also arranged a special deal with our duplicators. They will supply a disk with all the covertape programs for the bargain sum of £1.70 – trying buying even a blank disk for that! See "DISK OFFER" this page...

Reaction

Got something to say? This is where you say it! Replies are by the ed, Rod Lawton. Sorry, but we can't print every letter we receive, since there are just too many of them. Even if your letter doesn't get printed, though, it has been read! Write to: *Reaction, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW.*

The Predator's a pillock!

Why on earth have you changed the once excellent presentation of the magazine? In my view (and all my friends who read *AA* as well), it is starting to look like a Spectrum mag. Please get rid of those stupid cartoons of the games reviewers, and please change the games pages back to the way they were before (issues 5-65, for example).

On a lighter note, who was the pillock on page 32 who had the Predator get-up on while wearing a T-shirt? It doesn't look right at all!

One final query. How come it has taken six years for software writers to realise the full potential of the Amstrad and write games like *F-16*, *Turrican* and *X-Out*? If you look at what was selling for full price a couple of years ago, it wouldn't pass for budget software now.



● Would you call this man a pillock! Not if you know what's good for you – Frank O'Connor is a martial arts expert...

P.S. In that letter 'Green is Great' on page 80 of *AA68*, does it really say that Ian has been using his CPC since October 1884?

Iain McCarthy
Manningtree, Essex

Rod: The only way AA could look like a Speccy mag is if we printed all the screenshots in one colour. The pillock on page 32 was Frank O'Connor, and he is deeply offended by your remarks. I agree about Frank's T-shirt not looking right at all, though, and I've told him not to wear it again.

Good question – why has it taken six years for programmers to get to grips with the CPC? I reckon it's probably because most of them have been getting by recoding Speccy games for the machine, and setting back proper development years. It seems amazing, though, that games like Turrican and F-16 are running on the same machine that was producing all those terrible-looking games of the mid-'80s.

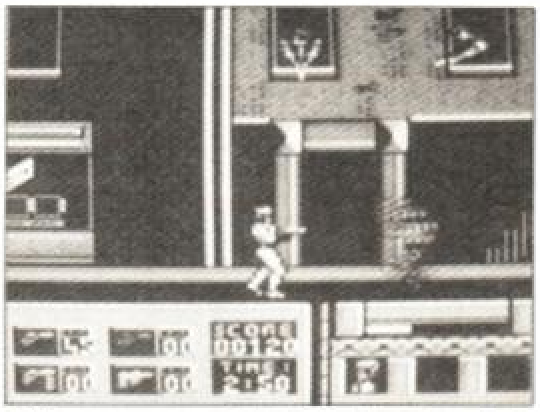
And yes, Ian has indeed been using his CPC since 1884. Apparently it was the same one Brunel used to design the Clifton Suspension bridge. Needless to say, it was an early pre-pro model.

Too blocky by half?

Oh no, the subject of graphics pops up again! I do agree partially with Stepehn Troup. Many games do look too blocky. But I can't see the reason why, as other mode 0 games like *Robocop*, *Batman*, *Knight Force* and *Purple Saturn Day* (to name but a few) do not suffer from the 'chunky graphics' syndrome at all. On some screenshots, you can't tell where the pixels are, and there is no complaint of speed loss. And if you don't believe me, check out the relevant issues of *AA*. This all leads to the question: inferior machines or programmers?

Also on the subject of games, I can't see what the fuss is about the new machine's enhanced sound capabilities. If the only difference is two ever-so-slightly larger speakers producing stereo output instead of just one producing mono, then I'd hardly call it enhanced! Preferably, it sounds miles better through headphones or a hi-fi. And yes, if you have a reasonable pair, headphones can be used.

Another thing that bugs me is the people



● Why are some mode 0 games blocky and others not? Why can't they all be like Ocean's brilliant *Robocop*?

who complain about getting ripped off when buying full price games. Are you complete plonkers or what? Here you have a magazine with around half a dozen mail order companies offering much reduced prices on all software, sometimes up to £7 on tape and disk games. So what if it takes a week or so to get it? I have never bought software from shops and consequently have saved billions (well, perhaps not that much). First Choice and Turbosoft are recommended strongly.

After that, a final plea/demand/order or whatever. Bring back Broadley! Who cares if she was right or wrong? It was enjoyable to read. After all, you don't buy a magazine if you don't enjoy reading it, and I found your magazine's ability to cover things other than specifically computers (like the sex and violence saga) was a great asset.

Terry Wilson
Lincoln

Rod: There are two reasons for blockiness in screenshots printed in AA. The main one is

CPC1268 mystery...

I think the idea of giving a free tape away with each issue is a superb idea. But, if you haven't already noticed, on issue 68 of the mega *Amstrad Action* there is a small printing error at the top of the tape cover. It reads, "Amstrad CPC464, CPC1268 (?), 464 Plus". As far as I know, there is not a CPC1268...

Phillip Price (a confused reader)
Forgue, Aberdeenshire

Rod: Ah, no, well, there is actually such a machine as the CPC1268, you know. Er, yes... it's a variant of the 6128 and is identical to that machine in every single respect. It even says "6128" on the keyboard! Ahem.

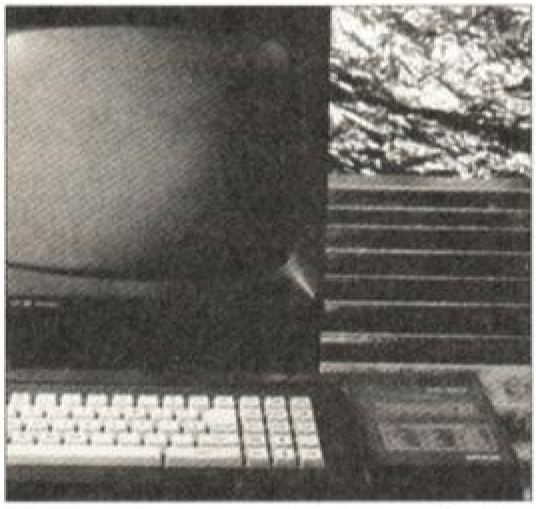
that some programmers are much better than others at using mode 0 to best effect, either in terms of sprite and graphics design or choice of colours. The second thing is that increasingly we are able to 'grab' screens onto disk rather than having to photograph them. The produces screenshots in perfect focus with no distortion. However, the program we use to convert the screens into images on paper reproduces each pixel as a square. On some mode 0 games this does lead to a blocky-looking image. The advantage of this grabbing process, however, is that we can do clever things like showing entire levels on the page, or pulling out sprites for illustrations, so we think the advantages more than outweigh the disadvantages.

The changes to the Amstrad's sound capabilities go far deeper than simply providing two speakers instead of one! It's up to the programmers of future cartridge games to show us what the new hardware is capable of, however.

Bring back Broadley? No way, I'm afraid.

464 Plus? No chance!

My son has a CPC464 which has stopped loading the tapes. It has been back to Mastercare, a repair company, on several occasions, but it still would not load. When we bought the computer we took out insurance on it, so we have been in touch with them and they have written off the computer, and told us we can have a replacement. The problem is, none of our local electrical firms (Dixons, Currys or Comet) can supply us with one that will take the CPC464 games. I was told the 464 Plus was the one that is compatible, but they say the chances of getting one are zero. Why? We have £300-worth of games which we cannot use.



● High Street shops say the chances of getting a 464 Plus are "virtually zero"!

Mrs S A Holloway
Taunton

Rod: The shops you spoke to were right, the 464 Plus is the direct replacement for the CPC464. I'm very surprised they won't sell you one, though!

It sounds to me like you need to hunt out a decent local computer shop, not one of the major chains, if that's the advice they're giving you. Failing that, Amstrad itself should be able to help you. The number you want is 0277 228888.

HOW TO BE A COMPLETE CONTROVERSY

Disgusting. Yes, I'm talking about the May covertape. I'm sure at least 1,000 young Amstrad users up and down the country, as soon as they saw the tape, immediately wanted to know what a b****** is. When putting together future covertapes, please bear in mind there are children buying the mag, myself included.

Rayner Lucas (10)
Halesowen

Today I received my subscription copy of *Amstrad Action* complete with the covertape. Having examined the contents of the covertape, I am puzzled by this month's selection.

Tapes are intended principally for 464 users. A large number, if not the majority, of these are young children. I know that we live in a modern, so-called enlightened society, but I fail to see why, from amongst a vast choice of software, you had to include *How to be a Complete Bastard.*

I am sure that you will agree that the words 'bastard' and 'fart' are not yet accepted in this country as standard forms of expression among civilised people, certainly not in the company of children.

The CPC464 is not my only computer, and it is kept mainly for the use of younger members of the family, as is the copy of *Amstrad Action.* I have no quarrel with the magazine, which serves its intended purpose very well, but if the above game is an example of the standard for the remainder of my 12 months' subscription, I wonder if it was worth subscribing.

J Bodlaski
Manchester



● *How to be a Complete Bastard* has kicked up a stink. Did we do the right thing?

Rod: I've had a few letters on this subject, and a few phone calls too. I think we should probably get a few things sorted out.

Amstrad Action is not, and never has been, a magazine devoted to children. True, its readership is changing as the perception of the machine itself is changing, towards a younger market. We are observing this trend closely. The fact remains, however, that AA is a magazine for all ages. Obviously we don't want to offend our younger readers or their parents, but no magazine can satisfactorily address every single age group. If we produced a magazine perfectly suited to the needs of ten-year-olds, nobody over twelve would read it. I'm sorry if people found the game offensive, and from the reaction of those people who have phoned up to complain I will think very seriously about the content of future covertapes. Nevertheless, those points above need making.

*Now some other observations. It's interesting that out of the 1,000 young Amstrad users Rayner believes wanted to know what a b****** was, he was the only one who wrote in to complain. Also, while 'bastard' and 'fart' aren't, it's true, words commonly used by adults in the company of children, I think you'll find those words – and far worse – are commonly used by children in the company of children. Kids are very well aware of which words they can and cannot use, and on which occasions. And if they're not – well, they must have had a pretty liberal upbringing. The true argument, of course, is that if a swear-word appears in print, or on a computer screen, a child will feel that it is thus 'validated' and they are allowed to use it. I don't believe that, but I don't think it's an argument I'd ever win.*

Finally, during one telephone call, an irate mother professed to be otherwise happy with the covertape, including the Predator II demo. This game consists, basically, of going round killing everything you see. This was apparently a fine occupation for a ten-year-old! It's worrying to think that children are thought to be more at risk from the lampooning of bodily functions than the ritualised slaughter of human beings.

That's enough moral debate, I think. Please, no more letters or phone calls. I've heard all the arguments and they've all been noted. 'Adult' computer games are rare, if nothing else, and we don't anticipate doing any more. I have to admit too that if the whole thing came up again, I wouldn't use How to be a Complete Bastard on the covertape. Whatever my commercial or moral arguments, I guess the bottom line is that I don't want to offend people.

Subs offer for disk users please

I like the covertape idea, as it gives me something to play each month and I get some dead useful utilities. This was probably why I subscribed with the bonus of a tape game free into the bargain.

However, why don't you do a free game option on disk, with the price of subscribing slightly higher if you take the disk option? As it stands, those with a 6128 Plus cannot benefit from tape, hence will not appreciate the price rise because £5 off a console game still means you have to spend £20, and many cannot afford this.

I now I would be niggled if I had to buy something I couldn't use, but on the other hand there are probably more CPCs than Plus machines, so probably it's just tough!

That aside, Amstrad has also, in my opinion, done the wrong thing. What Amstrad should have done is released a console for the price it is now, with built-in stereo speakers and sound, built in a plug-into-telly option or CTM644 monitor option and then concentrated on other Amstrads such as PCs.

The Plus range should never have happened. The old CPCs should be re-released with the Plus keyboard and stereo sound out of the keyboard (so as not to cause GX4000 problems) and so you get stereo on a TV. Also, keep the tape connector and external sound, as it is quite good out of a hi-fi. Perhaps on the 6128 include a new chip allowing a 3.5-inch second drive to be used as drive A (formatting to 800K) when turned on by a command (let's say |3.5 A: and |3.5 B:). The 3-inch drive should remain built-in.

The Amstrad attitude that the Plus is a games machine should be abolished.

Jason Smith
Canterbury

Rod: I've asked our subscriptions department about the idea of offering disk games with subscriptions, and apparently it would put up the cost by several pounds. And if we did change the existing arrangement, it would make our subs offer more complicated to administer. At the moment, we're not sure how many 6128 Plus owners there are out there, but if we get letters asking for a disk subs offer, naturally we'll look at it again.

Your comments about the Plus machines are interesting, but I doubt they'd be practical. Amstrad has taken on a big job launching the cartridge format already. If you make the GX4000 the machine the only one that will play them, the job would probably prove an impossible one. And at the moment, the Amstrad range is designed for those who buy a GX4000 and then decide later to experiment with more than just games. These people can then go and buy a Plus, knowing that all the cartridge games they've spent out on will run on this machine too.

I agree that Amstrad's decision to push the GX4000 and Plus purely as games machines is a very sad one for us users, but you can see the reasons behind it. Amstrad doesn't want the Plus range competing with its low-end PC machines. And these days it's much easier to sell a machine to distrubutors and retailers when it's aimed at a specific market rather than just acting as a jack of all trades.

BASIC Programmers Group

Just a note informing you of the creation of this new user group catering specifically for BASIC programmers, including users of Locomotive's BASIC of course.

The aims of the group are to encourage use of the language on the Amstrads and all machines, allow the exchange of programming ideas, build up a library of programs written by users, assist in the conversion of programs and generally assist the BASIC programmer. Beginners are especially welcome.

If any of your readers are interested, they can obtain a free newsletter by telephoning 0924 892106 or by writing.

Mark Blackall
68 Queen Elizabeth Drive
Normanton
West Yorkshire WF6 1JF

Casting a net

I'm quite distressed. I've looked for a computer game remotely to do with fishing. I've looked for ages through most magazines and shops without a trace of luck...

Companies keep on churning out shoot-em-ups and racing games but not one fishing game. If you hear of one, please could you print the news in *AA*?

You're my last resort.

David Curry
High Wycombe

Rod: A fishing game, eh? I hake to disappoint you, David, but I asked around all the people on this floor and nobody haddock clue. You won't find fishing games perched on the shelves in the High Street, even though it is a lot of people's sole interest. If anyone can help, drop me a line. You'd have thought Ocean would have done a fishing game, wouldn't you...?

AA on the telly!

I have recently seen issue 45 of *Amstrad Action* on television (the football special edition). It appeared on BBC1 at precisely 5.17pm on the 19th of February. Just thought I'd tell you this because in Future's mag *New Computer Express* (very good it is too, hint hint) they give away fivers for spotting things like that on TV...

Philip Tricklebank
Chester

Rod: Well done, Philip, for being so observant! It's not often you hear from someone so on-the-ball, so obviously intelligent and alert and clearly a man to be reckoned with. (That's instead of a fiver, Philip.) **AA**



● **This issue of Amstrad Action has been on the telly! Gosh, fame at last. We're selling autographed copies at £29.95, by the way...**

Vorsprung durch Fritz

I am just writing to air my views on the recently disclosed *Protype*, the multi-font utility to work with the *Protext* ensemble. This will really make the *Protext* range, with its line graphics and boxing system, a perfectly acceptable DTP package. A high standard of output will be achievable, I am sure. All we need now is the capability to import screens. Well done Arnor, we didn't think you had deserted the CPC for a minute.

Just a couple more things to mention. I would like to draw your attention to Fritz Obermeier Computing, a German company which develops some great kit for the CPC. Firstly, the company has on the market a memory expansion kit which allows you to add a little more than 256K to your CPC. Fritz's little add-on is able to bring the CPC memory all the way up to 512K! Not all that much by today's standards, but I would say that it may be one of the best for an 8-bit computer.

The second piece of kit I am going to mention is also from good old Fritz. Do you remember a while ago (two years plus) a British company was developing a hard disk for the Amstrad? Well, Vorsprung Durch Technik – the advantages from technology – have brought one from Germany. I am not sure of the prices of these pieces of kit – something around £150 for the memory.

You can find Fritz hanging around your dog and bone if you hit the following buttons: 01049 5732 3246. There is no need to be an amazing multi-linguist to use the Fritz Obermeier dongles – just someone who can say, "Can I have the English versions, bitte?"

N M Harrison
Redcar, Cleveland

Rod: Having seen the output from Protype I can confirm that it really is excellent. The only drawback is the slow printing speed, but DTP users will be used to that already!

Fritz Obermeier's memory expansion sounds interesting, but unless software publishers make use of it it's not as useful as it might be. We've known about Fritz's hard drive for a while, but we haven't reviewed it because we don't feel it's sufficiently easily available in this country. Most people would think twice about ordering an expensive bit of kit from overseas. Nevertheless, thanks for the telephone number!

Amscene

TWO FOR THE PRICE OF ONE!

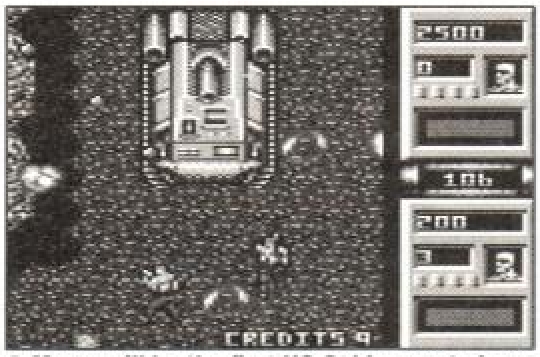
US Gold to put CPC and Speccy games on the same cassette

Veteran games publisher US Gold is taking the bold step of releasing all its future full-price Spectrum and Amstrad games on a dual-format cassette.

Starting with the forthcoming *Mercs*, buyers will get the Spectrum version of the game on one side of the cassette, and the Amstrad version on the other.

This will clearly delight Spectrum or Amstrad owners whose friends have the other machine – effectively they will be getting two games for the price of one.

Needless to say, this isn't the idea as far as US Gold is concerned. The Birmingham company is instead aiming to cut distribution costs and make its products more appealing to dealers with limited display areas and storage facilities.



● *Mercs* will be the first US Gold game to have both Spectrum and Amstrad versions on the same cassette. The aim is to cut down on display space for retailers worried about the decline in 8-bit sales.

Ugly rumours

This news comes when rumours are circulating the trade press that retailing giant W H Smith is considering dropping full price Spectrum and Amstrad games.

A Smiths spokesperson, however, told *AA* that this wasn't the case: "Due to declining sales, W H Smith will be reducing the range in a number of stores, but will continue to stock the Spectrum and Amstrad software."

The bit about "depressing sales" is bad news for Amstrad fans, but at least the format is still being supported properly in the High Street. With 8-bit sales on the decline generally, US Gold's dual-format marketing strategy should prove highly attractive to retailers.

Swap your CPC464 for a CPC6128!

Mail order supplier WAVE is offering what has to be just about the ultimate 464 upgrade. For £110 plus P&P WAVE will take your 464 and convert it into a machine completely indistinguishable from a 6128!

Actually, the machine WAVE returns will be a 6128. The company has got hold of a batch of Spanish 6128s (we're told the only difference between these and UK versions are a few keyboard characters) which it will swap with 464s for the sum quoted.

If you want to find out more, call WAVE on 0229 870000.

Bargain drive pack

Peripherals supplier Siren Software has come up with an all-in external disk drive package at a bargain price.

Called The Complete Disk Drive Solution, the pack consists of a plug-in external 3.5-inch disk drive, ROMDOS (to allow users to format disks to a full 800K), a ROMbox and a set of disk utilities. The utilities include a RAMdisk, sector editor, fast formatter and more.

Siren's normal price for this kit would be £160. Now, however, the whole lot is on offer for £99.99 plus £5 post & packing. Owners of Plus machines should note that although the drive is compatible with their machines, ROMDOS is not.

For more information, call Siren on 061 724 7572 or write to: Siren Software, Wilton House, Bury Road, Radcliffe, Manchester M26 9UR.

● Siren Software is offering a bargain all-in 3.5-inch external drive package.



Microstyle problems

A number of our readers have reported difficulties in getting hold of goods and even contacting peripherals supplier Microstyle. Microstyle's boss, Phil Craven, has now been in touch with us to say that there have been delays due to high demand, that the company is in the process of moving premises and that things are now being sorted out. More news when we have it.

Scull PD branches out

Scull PD has moved premises again. The company is back at its old address: 119 Laurel Drive, East Kilbride, Glasgow G75 9JG. There's also plenty of news from this rapidly-expanding public domain library.

Alan Scully now has a total of 120 disk full of public domain software. He has also started a regular fanzine, called CPC Domain. It's due to come out every month and has 40 pages filled with articles, news and reviews – as well as a full list of the library's software. Each issue will sell for £1.25, and special offers are available for subscribers.

And a follow-up to the public domain DTP program Pagemaker Plus has been produced. Pagemaker Deluxe, however, is not public domain. But at just £5 including disk, postage and packing (£3.50 if you supply the disk), it's not going to cost a lot more. Pagemaker Deluxe can import any mode 0 or mode 1 graphics, offers microjustification between two adjustable margins, handles multiple fonts (20 are provided as standard) and much more. And subscribers to CPC Domain get a copy free!



● The excellent results from Scull PD's budget Pagemaker Deluxe DTP program. It's not PD, but costs only £5 including disk, postage & packing.

Log on to The Dock

Comms fans will be pleased to learn there's now a new bulletin board on the scene.

Called The Dock, the BB is actually run on a CPC – a 6128 – and has file areas covering both CPC and PCW machines. For the technically-minded, The Dock is run using ROS software on a 6128 with a second drive using 800K floppies. A 256K silicon disk takes care of messages, and the modem itself is an Amstrad SM2400.

SYSOP Terry Youll says the bulletin board is on-line between 10pm and 8am daily. The number to call is 091 454 6978.

CHARTS

This chart is compiled by Gallup Ltd.

FULL-PRICE

Key: ▲ NEW ENTRY ■ NO CHANGE ▲ GOING UP ▼ GOING DOWN

Pos	Title / Publisher	Comment	Review	Move	Last month
1	**Dizzy Collection** *Codemasters*	All the *Dizzy* games in one compilation? Great value, and great, great fun	Not reviewed	No change	1
2	**Teenage Mutant Hero Turtles** *Mirrorsoft*	Those pizza-eating freaks are still up there. When will we see an *Attack of the Killer Tomatoes* game?	AA65 76%	No change	2
3	**Big Box** *Beau Jolly*	Another compilation? No-one's writing new games any more!	Not reviewed	No change	3
4	**Back to the Future 3** *Mirrorsoft*	Marty McFly goes West in his third film tie in. It's not bad either	AA69 78%	Going up	9
5	**Power Up** *Ocean*	Another compilation full of past coin-op hits	Not reviewed	Going up	6
6	**Narc** *Ocean*	Fight the drug war single handed or with a pal. Not a brilliant arcade licence	AA69 60%	Going up	16
7	**Super Monaco Grand Prix** *US Gold*	Vroom, vroom! Ambitious racing game that works fairly well, once you get used to it	AA68 74%	Going up	13
8	**Gremlins 2** *Elite*	We're *still* waiting for Elite to send our review copy. Maybe that says it all...?	Not reviewed	Going up	14
9	**Switchblade** *Gremlin Graphics*	Punch and kick your way around Gremlin's underground exploration classic (Master Game)	AA68 90%	New entry	–
10	**Multi Player Soccer Manager** *D&H Games*	Text only football sim – all right if you like that sort of thing...	AA61 65%	Going up	12
11	**Gazza 2** *Empire*	The console classic makes it onto tape and disk	AA70 77%		10
12	**Hollywood Collection** *Ocean*	*Batman, Ghostbusters II, Robocop* and *Indiana Jones* – four great games (AA Rave)	AA67 83%		8
13	**Fists of Fury 2** *Virgin*	Furious fighting fun with this fantastic fighting foursome	AA68 79%		5
14	**Kick Off 2** *Anco*	Excellent footie sim with the playability of *KO1* and graphics too! (AA Rave)	AA63 86%		11
15	**North and South** *Infogrames*	General Lee and co battle it out in the American Civil War sim (Master Game)	AA66 91%	New entry	–
16	**County Cricket** *D & H Games*	Cricket Management sim. Sounds, erm, interesting...	Not reviewed	New entry	–
17	**Total Recall** *Ocean*	You saw the demo on *AA67's Action Pack*. And the game is excellent! (Master Game)	AA68 91%		4
18	**Robocop** *Ocean*	Still selling strong – despite being available on the *Hollywood Collection* compilation	Not reviewed		15
19	**Platinum** *US Gold*	Patchy compilation with a couple of classics but a lot of dross	AA63 72%	New entry	–
20	**Golden Axe** *Virgin*	Competent scrolling megadeath blast. Colourful graphics, but chunky	AA66 75%		7

THE BUDGETS

Pos	Title	Publisher	Move	Last month
1	Magic Land Dizzy	*Codemasters*	No change	1
2	Dragon Ninja	*Hit Squad*	New entry	–
3	Dizzy Panic	*Codemasters*	New entry	–
4	Double Dragon	*Mastertronic*	Going down	2
5	Quattro Racers	*Codemasters*	New entry	–
6	Cavemania	*Atlantis*	Going up	7
7	Scooby & Scrappy Doo	*Hitec*	New entry	–
8	Multimix 1 Golf	*Kixx*	New entry	–
9	Quattro Firepower	*Codemasters*	Going down	4
10	Kick Off	*Anco*	New entry	–

WHAT'S HAPPENING!

Dizzy is dominating the charts this month, being number one in both the budget and full-price listings, as well as making an apperance with Dizzy Panic. Just goes to show that anything will sell if you put the right name on it...

Just one new entry in the top ten, and only a few more in the rest of the chart. But apart from the first three selling games, there's plenty of place-swapping going on!

Compilations are always popular this time of the year. This month is no exception, with six of the things in the top twenty.

ON THE GR

What's going on in the world of games then? Probably the best thing to do is read on and find out…!

COMPILATION CRAZY

Summer's coming and it's traditionally a quiet time for the software houses. Ubisoft wants to change all that with a couple of value-packed compilations to keep you at your keyboard instead wasting your time outside in the sun.

Each compilation has six games, most of which are absolute stunners. Check out these statistics…



● Just one of the games on the soon-to-be released *Ultimate Collection* compilation is *After the War*, a shoot-em-up from Dinamic.

The *Ultimate Collection* features:

- *Skatewars* (80%, AA61) – Ubisoft's futuristic skating sim.
- *Zombi* (69%, AA16) – Undead arcade adventure from Ubisoft.
- *Pro Tennis Tour* (72%, AA53) – Two player tennis from Ubisoft.



● *Puffy's Saga*, a tale of heroics, daring deeds and bouncing tennis balls is Ubisoft's *Gauntlet*-style offering on *Six Appeal*.

- *Stunt Car Racer* (96%, AA59) – Thrills and spills with Microprose's brilliant racing game.
- *AMC* (83%, AA53) – Scrolling shoot-em-up from Dinamic.
- *After the War* (81%, AA52) – Scrolling shoot-em-up from Dinamic.

The sexy *Six Appeal* includes:

- *Rick Dangerous* (83%, AA48) – Excellent arcade adventure from Microprose.
- *P47 Thunderbolt* (89%, AA54) – Bam! Blam! Wham! Airborne antics from Microprose.
- *Twin World* (82%, AA62) – Cutsie Ubisoft game that's worlds apart.
- *Pick 'n' Pile* (79%, AA66) – Frantic quick thinking action from Ubisoft.
- *Puffy's Saga* (85%, AA56) – Ubisoft's cute *Gauntlet* style game.
- *Satan* (83%, AA61) – Scrolling shoot-em-up from Dinamic.

MERCS

The former American President's been taken hostage while on a peace tour. No, no, that's not a good thing. He may be a dribbling buffoon, but he has to be rescued all the same.

And guess who's up for the job? Yep, you. As a highly trained mercenary, you have to penetrate the enemy base and rescue your country's ex-leader.

The demo we've seen is crude, but is looking good. More news when we have it.



● The president is missing! In *Mercs*, you're the chap charged with the job of getting him back! (Now where has he wandered off to…?)

EURO FOOTBALL CHAMP

Footie fans who like an arcade challenge will no doubt be delighted to hear that Domark is to bring out *Euro Football Champ*. The game is based on Taito's high speed soccer coin-op.

Bet you can hardly wait! Well, you'll

FINAL FIGHT



● The arcade game *Final Fight* features stunning graphics and super-huge sprites. US Gold has got the sprites right anyway, all we need to wait for now is the game!

Punching people's heads in is hardly proper behaviour for the city's Mayor, but that's exactly what he – you – is doing in *Final Fight* from US Gold.

There's a perfectly good reason for this rather unmayor-like conduct. His daughter has been kidnapped by the brutal Mad Gear gang, and they don't have any truck with court subpoenas and parking tickets. It looks like violence is the only way. Luckily the Mayor was once a street-wise fighter, and has a couple of equally tough chums to help him take on the gang.

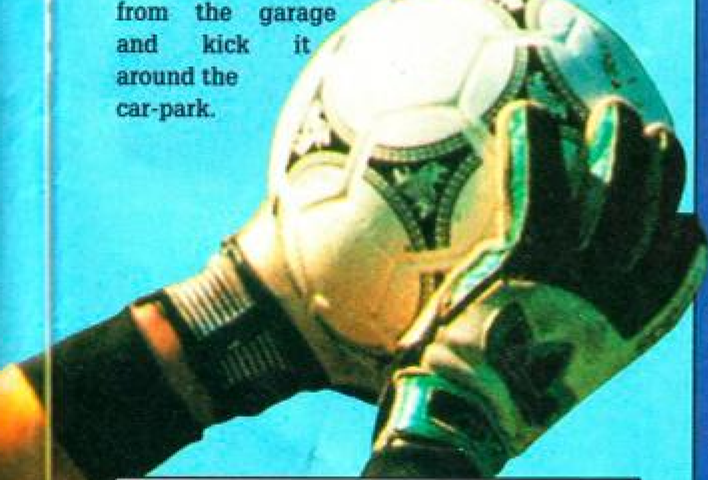
All we've seen so far are the sprites, but US Gold is so proud of them it's sent us some screen-shots – and they're jolly impressive.

The arcade machine features massive sprites, and these have been duplicated faithfully in the computer version. We also have some arcade shots just to give you an idea of what the real thing's going to be like when it's finished.

RAPEVINE...

have to. Domark isn't planning to release the game 'til the middle of next year, so that it coincides with the European Football Championships in the summer of '92.

In the meantime you could get a placky ball from the garage and kick it around the car-park.



U.S. GOLD WIN SOME LOOT



Those generous sorts at US Gold have given us ten goodie bags to give away, for no other reason than they're all-round good guys (and gals!).

The goodie bags contain a mystery selection of games, posters, badges, T-shirts etc (i.e. we're not *exactly* sure what they will contain), just like Christmas, eh?

So what do you have to do to get your grubby paws on this sack-load of scrumptious stuff? Simple – just answer the following gold-related questions.

First the rules: no multiple entries and get 'em in by July 31st. Abide by them or you'll be getting a gold brick through your window...

1. What is the best medal awarded at the Olympic Games?
- (a) Bronze?
- (b) Silver?
- (c) Gold?

2. What colour was the fleece stolen by Jason and the Argonauts?
- (a) Mauve?
- (b) Red and green paisley?
- (c) Gold?

3. What is Mathew Kelly's daytime TV show Going for?
- (a) A small family car?
- (b) A cheque book and pen?
- (c) Gold?

Entries on a postcard to: ***Good as Gold, Amstrad Action, 29 Monmouth Street, Bath BA1 2BW.***



ALIEN STORM

US Gold has certainly been busy where coin-op conversions are concerned. A storm of aliens is headed our way in *Alien Storm*, the conversion from the Sega arcade machine.



● Yucky poo! Hordes of revolting slime balls make their way towards you in a sea on alien gunk.

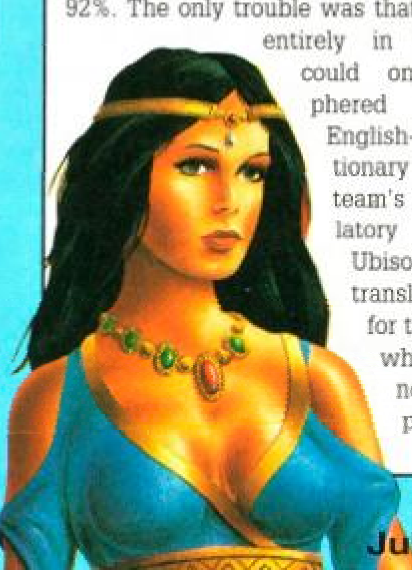
Details are scant at the moment – all we have is the arcade screen shots. But they look damned fine. Let's hope the Amstrad version is too.



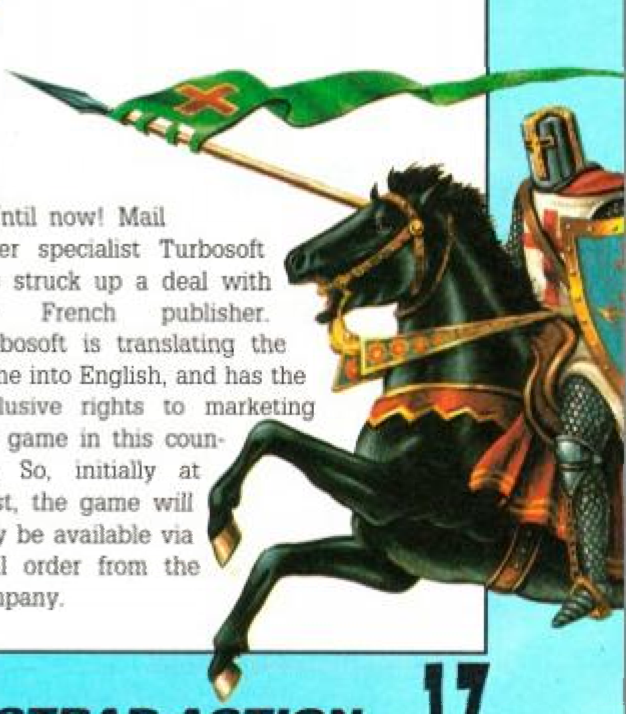
● Don't get over-excited – these are the arcade screen shots. They'll be making their way to your Amstrad fairly soon.

IRON LORD

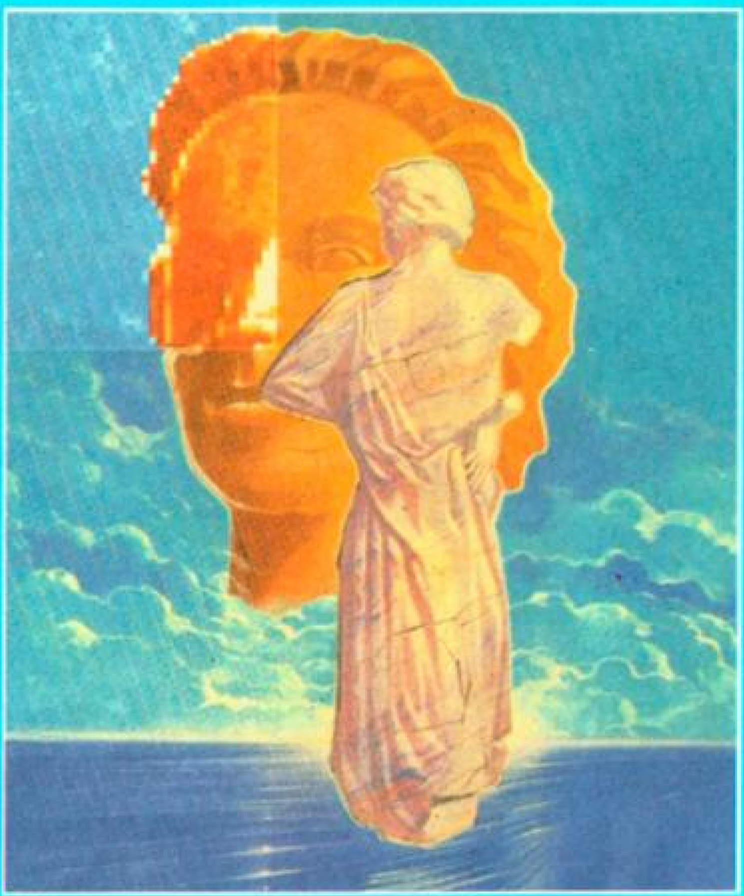
Remember *Iron Lord*, the Ubisoft game that we raved about back in issue 61? We liked it so much that we awarded it Mastergame with 92%. The only trouble was that the text was entirely in French, and could only be deciphered with an English-Francis dictionary and the *AA* team's pooled translatory talents. Ubisoft was due to translate the game for the UK market, which sadly never happened...



...Until now! Mail order specialist Turbosoft has struck up a deal with the French publisher. Turbosoft is translating the game into English, and has the exclusive rights to marketing the game in this country. So, initially at least, the game will only be available via mail order from the company.



RECEIVE ONE OF THESE
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THE ADVANCED OCP ART STUDIO

Simply the best art program around for the Amstrad! Comprehensive and easy to use, it's packed with features and is icon driven. The package normally retails for £22.99 but this special *AA* version is yours as a gift!

- Disk only.

128K memory required.

Mouse not included.



SWITCHBLADE

Explore and kick your way through a huge underground world. The console classic makes its way onto the ordinary Amstrad – with startling results! Cassette only.

RICK DANGEROUS II

Frantic, frustrating, fantastic platform action in this sequel to the best-selling original. Cassette only.

BACK ISSUES

SORRY

ISSUES 1-50, 52, 54, 56, 57, 58, 59 ARE SOLD OUT

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51 • £1.45
Batman and Powerdrift get the treatment, PC Show report, RSX LIB, Nirvana and Sprites Alive reviewed.

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EPROMs feature, PD column begins plus an awesome Batmap.



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Education special, Heart research, Phil Howard takes over Cheat Mode with Myth Mastergame.



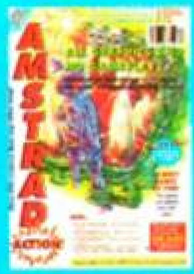
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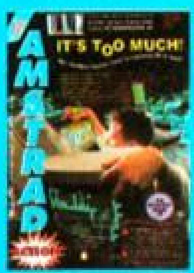
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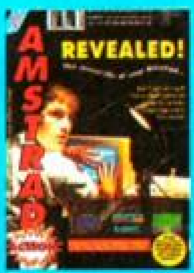
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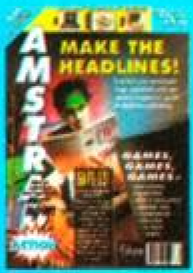
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Switchblade on the console reviewed. *AA* Christmas covertape, including *Puzznic* demo, *Lost Caves* & *Sprites Alive* game



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Complete guide to word processing for beginners. *Ninja Turtles*, *Lotus Challenge* and *Gazza II* reviewed



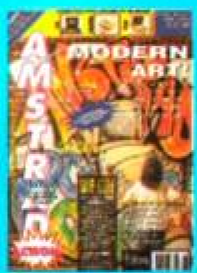
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How to beat games – an exhaustive 6-page guide to all the best techniques. *North & South* reviewed plus *Robocop II* on the console! Also, *Fun School 3* arrives



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The first part of our DTP feature that tells you all you need to know. Boxed covertape includes full versions of *Dizzy* and *Hydrofool*, plus a playable demo of *Total Recall*

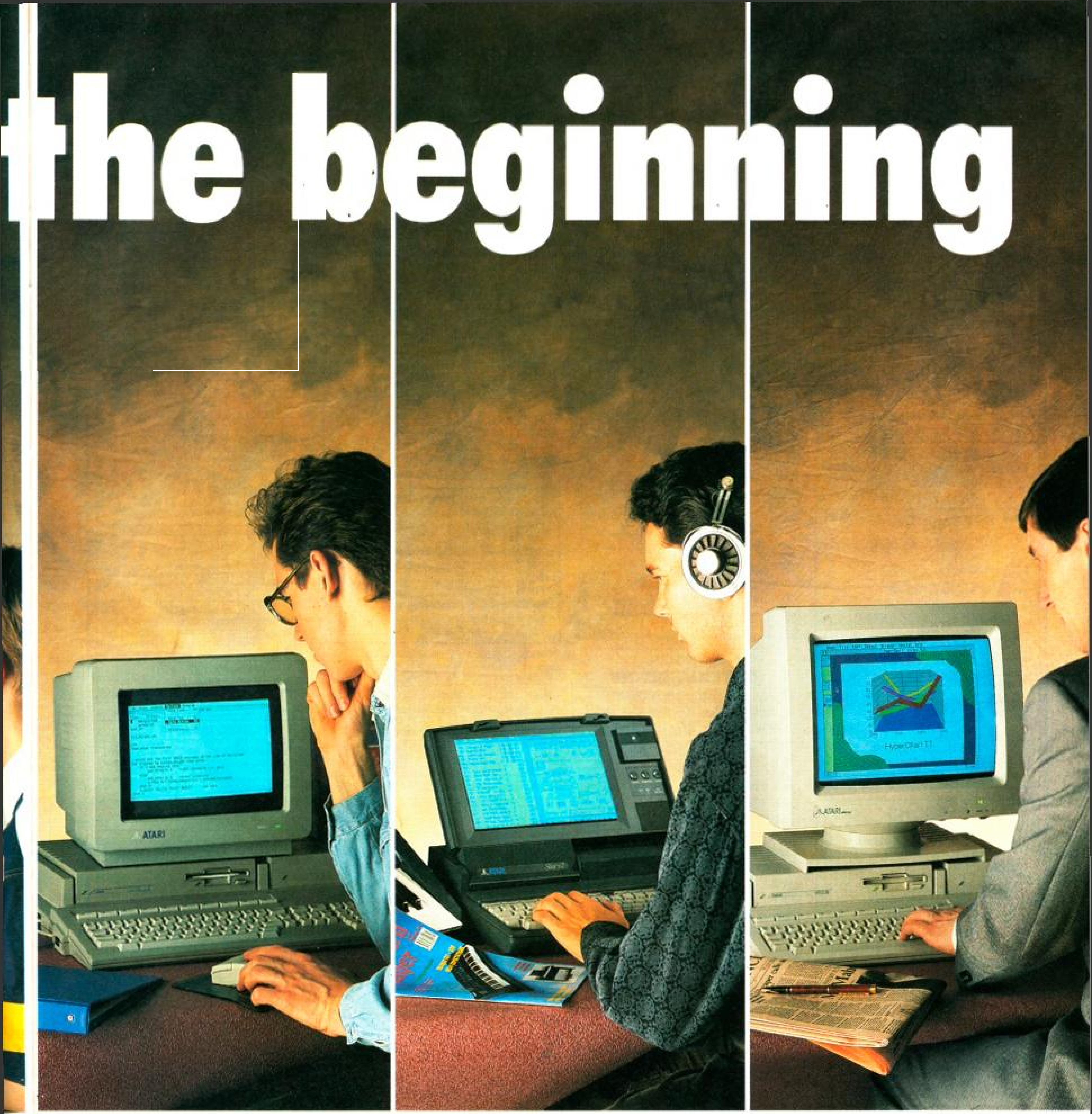


ISSUE 68 • £2.20
No less than four Mastergames! *Total Recall*, *F-16 Combat Pilot*, *Bat* and *Switchblade* all win *AA*'s most prized accolade. Includes covertape packed with games and demos.



ISSUE 69 • £2.20
Learn how to be an artist with your Amstrad. Arnor's new printing utility *Protype* reviewed, *Nightshift*, *Navy*, *Prince of Persia*, *Dick Tracy*, *Predator 2* and much more!

the beginning



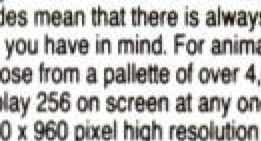
The power of the new **Mega STe** range makes it a serious contender for those who are after power computing. It is an ideal machine for the student or computer enthusiast who wants to run memory intensive applications such as Computer Aided Design (CAD) or graphics applications.
The Mega STe features separate keyboard and central processor with a 1MB floppy disk drive and a 50MB Hard Drive for data storage. The Mega STe features a fast 16MHz operating speed, which can be switched to 8MHz to run any programs developed for the 520ST, making it even easier for you to upgrade.

For those of you who want to run a 'home office' with separate files for word processing, spreadsheets and accounts packages the Mega STe - with its vast amount of built-in hard disk storage - is an excellent choice. For those running graphics intensive programs the faster operating speed will make the Mega STe a much more productive machine. The Mega STe also features an extensive range of expansion ports that allow you to add even more power and flexibility to your system.

The portable **Atari Stacy** is completely compatible with all monochrome ST programs, but allows for complete portability.
It features a supertwist backlit LCD mono screen, split horizontally and has all the standard ST ports. It is available in various configerations, with Hard disk as standard.
It weighs approximately 15.2 pounds and has its own carrying handle making it easy to transfer from place to place.
Because the ST, with its MIDI interface has become the accepted standard in the music industry, the Stacy is a boon machine for musicians with a busy schedule. Songs and sequences written at home can be stored on the built-in hard disk, then the whole computer can be easily transported to the studio or gig, with minimum stress, they can even be worked upon and improved on the road.
Although it is the most specialist member of the ST family, the Stacy is still versatile enough to be used for all serious ST applications.

The incredibly powerful **Atari TT**, at the very top of the Atari range, is the first in a new generation of high specification professional personal workstations based on the successful Atari ST standard. Similar in style and design to the Mega STe, the Atari TT features a separate keyboard, 1MB floppy disk, 50 MB Hard Drive and the same range of excellent expansion ports. The basic model comes configured with 2MB RAM which can be expanded up to a massive 26MB. With a Motorola 68030 central processor, the TT runs at up to 32MHz. But speed and power are not all the TT system offers the professional user. Six standard built-in screen resolution modes mean that there is always one suitable for the purpose that you have in mind. For animation or computer graphics, choose from a pallette of over 4,000 colours with the ability to display 256 on screen at any one time, and the exceptional 1280 x 960 pixel high resolution mode is one of the best screen modes available at any price.

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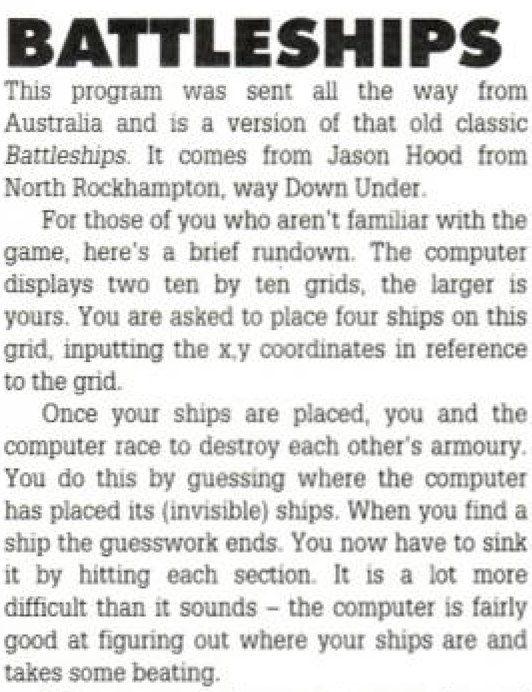
BATTLESHIPS

This program was sent all the way from Australia and is a version of that old classic *Battleships*. It comes from Jason Hood from North Rockhampton, way Down Under.

For those of you who aren't familiar with the game, here's a brief rundown. The computer displays two ten by ten grids, the larger is yours. You are asked to place four ships on this grid, inputting the x,y coordinates in reference to the grid.

Once your ships are placed, you and the computer race to destroy each other's armoury. You do this by guessing where the computer has placed its (invisible) ships. When you find a ship the guesswork ends. You now have to sink it by hitting each section. It is a lot more difficult than it sounds – the computer is fairly good at figuring out where your ships are and takes some beating.

This program gives good scope for real strategic thinking and will keep you engrossed for hours.



● Take cover! There's no need for pen and paper – or even a friend – in this computerised version of the classic game.

```
{DkAu} 10·MODE·1:SYMBOL·AFTER·236
{CsBl} 20·CALL·&BC02:INK·2,26:PAPER·0:PEN·1
{ApAr} 30·RANDOMIZE·TIME*RND
{FpAx} 40·DEFINT·a-z:ON·BREAK·GOSUB·1100
{AmAw} 50·DIM·h(9,9),c(9,9),a$(3),v$(3)
{MsAu} 60·SYMBOL·236,0,0,0,28,28,28,0,0
{OnAu} 70·SYMBOL·237,0,0,0,0,0,0,0,248
{MkAu} 80·SYMBOL·238,248,248,248,248,0,0,0,0
{IsAv} 90·SYMBOL·239,0,0,0,0,0,0,0,1
{KjAx} 100·SYMBOL·244,0,0,0,0,32,112,248,252
{JjAu} 110·SYMBOL·245,3,3,3,3,3,3,3,3
{PqBo} 120·SYMBOL·246,254,254,254,254,254,254,2
       54,254
{DvAw} 130·SYMBOL·247,3,3,3,1,0,0,0,0
{CqBl} 140·SYMBOL·248,254,254,254,252,248,112,3
       2,0
{MlAx} 150·SYMBOL·249,0,0,0,0,0,127,255,255
{JxAv} 160·SYMBOL·250,3,7,3,1,0,0,0,0
{KiBj} 170·SYMBOL·251,255,255,255,255,255,127
{KmAx} 180·SYMBOL·252,0,0,0,0,0,255,255,255
{MrAx} 190·SYMBOL·253,255,255,255,255,255,255
{MxAu} 200·SYMBOL·254,0,0,0,0,0,240,248,252
{FnBj} 210·SYMBOL·255,254,255,254,252,248,240
{AtAt} 220·b$=CHR$(10)+STRING$(2,8)
{AnBs} 230·u$=CHR$(239)+CHR$(244)+b$+CHR$(245)+
       CHR$(246)+b$
{KwBm} 240·mv$=CHR$(245)+CHR$(246)+b$:mv$=mv$+m
       v$
{HlBr} 250·d$=CHR$(245)+CHR$(246)+b$+CHR$(247)+
       CHR$(248)
{ErBt} 260·l$=CHR$(239)+CHR$(249)+b$+CHR$(250)+
       CHR$(251)+CHR$(11)
{FtBp} 270·ma$=STRING$(2,252)+b$+STRING$(2,253)
       +CHR$(11)
{GuBn} 280·r$=CHR$(252)+CHR$(254)+b$+CHR$(253)+
       CHR$(255)
{LpBj} 290·FOR·j=0·TO·3:a$(j)=l$:v$(j)=u$
{HoAw} 300·FOR·k=1·TO·j:a$(j)=a$(j)+ma$
{HvAv} 310·v$(j)=v$(j)+mv$:NEXT
{EmBl} 320·a$(j)=a$(j)+r$:v$(j)=v$(j)+d$:NEXT
{GlBq} 330·hm$=CHR$(237)+CHR$(10)+CHR$(8)+CHR$(
       238)
{BsAj} 340·'
{NpAs} 350·'·Draw·the·grids
{AkAk} 360·'
{KkAq} 370·TAG:CALL·&BBDE,0
{CwAx} 380·n=65:FOR·x=28·TO·340·STEP·32
{EtAw} 390·MOVE·x,398:PRINT·CHR$(n);
{PsAu} 400·MOVE·x,54:PRINT·CHR$(n);
{DtAo} 410·n=n+1:NEXT:n=0
{CrAr} 420·FOR·y=370·TO·82·STEP-32
{EtAu} 430·MOVE·0,y:PRINT·USING"#";n;
{DtAx} 440·MOVE·348,y:PRINT·USING"#";n;
{OxBk} 450·n=n+1:NEXT:FOR·x=20·TO·340·STEP·32
{PiAt} 460·MOVE·x,60:DRAWR·0,320
{ExAu} 470·NEXT:FOR·y=380·TO·60·STEP-32
{OrAu} 480·MOVE·20,y:DRAWR·320,0
{BuBi} 490·NEXT:WINDOW#1,2,21,2,23:PEN#1,1
{LwAt} 500·PRINT#1,CHR$(22)CHR$(1)
{PqAw} 510·MOVE·434,398:PRINT"ABCDEFGHIJ";
{OwAv} 520·n=0:FOR·y=380·TO·236·STEP-16
{HiAw} 530·MOVE·414,y:PRINT·USING"#";n;
{HqAw} 540·MOVE·598,y:PRINT·USING"#";n;
{IsAn} 550·n=n+1:NEXT
{NmAx} 560·MOVE·434,218:PRINT"ABCDEFGHIJ";
{NqAs} 570·FOR·x=432·TO·604·STEP·16
{HrAv} 580·MOVE·x,222:DRAWR·0,160
{JuAv} 590·NEXT:FOR·y=382·TO·218·STEP-16
{CuAv} 600·MOVE·432,y:DRAWR·158,0
{PwAw} 610·NEXT:TAGOFF:WINDOW·26,40,14,25
{BjAu} 620·WINDOW#2,28,37,2,11
{ImAu} 630·PRINT#2,CHR$(22)CHR$(1)
{PrAi} 640·'
{IxAt} 650·'·Place·the·computer's·ships
{ApAj} 660·'
{FoAp} 670·FOR·j=1·TO·4
{FsAu} 680·x=RND*9:y=RND*9:z=RND*1
{OxAx} 690·IF·x+j>9·AND·z=1·THEN·x=x-j
{KjAv} 700·IF·y+j>9·AND·z=0·THEN·y=y-j
{HkAo} 710·FOR·k=0·TO·j
{CoBx} 720·IF·z=0·THEN·IF·c(x,y+k)=1·THEN·680·E
       LSE·c(x,y+k)=1
{LwBw} 730·IF·z=1·THEN·IF·c(x+k,y)=1·THEN·680·E
       LSE·c(x+k,y)=1
{AtAm} 740·NEXT:NEXT
{KoAj} 750·'
{PjAp} 760·'·Place·your·ships
{BoAj} 770·'
{JoAo} 780·FOR·j=1·TO·4
{HkBq} 790·CLS:PRINT"Where·will·you·put·ship·no
       .";j:GOSUB·1440
{LmCm} 800·PRINT:PRINT:PRINT"Direction·?····(";
       CHR$(240)CHR$(243)CHR$(241)CHR$(242);")
       :·";
{MxBm} 810·c$="":WHILE·c$<CHR$(240)·OR·c$>CHR$(
       243)
{AvBl} 820·c$=INKEY$:WEND:PRINT·c$:d=ASC(c$)
{IoCm} 830·IF·d=240·THEN·IF·b-j>-1·THEN·b=b-
       j·ELSE·GOSUB·1540:GOTO·790
{PuBv} 840·IF·d=241·THEN·IF·b+j>9·THEN·GOSUB·15
       40:GOTO·790
{LiCl} 850·IF·d=242·THEN·IF·a-j>-1·THEN·a=a-
       j·ELSE·GOSUB·1540:GOTO·790
{LoBu} 860·IF·d=243·THEN·IF·a+j>9·THEN·GOSUB·15
       40:GOTO·790
{EsAn} 870·FOR·k=0·TO·j
{BqDi} 880·IF·d=240·OR·d=241·THEN·IF·h(a,b+k)=1
       ·THEN·GOSUB·1540:GOTO·790·ELSE·h(a,b+k)
       =1
{HnCx} 890·IF·d=242·OR·d=243·THEN·IF·h(a+k,b)=1
       ·THEN·GOSUB·1540:GOTO·790·ELSE·h(a+k,b)
       =1
{LtAt} 900·NEXT:LOCATE#1,2*a+1,2*b+1
{EnCo} 910·IF·d=240·OR·d=241·THEN·PRINT#1,USING
       "&";v$(j-
       1);·ELSE·PRINT#1,USING"&";a$(j-1);
{PwAs} 920·NEXT:CLS:c=0:h=0:hit=0
{LwAj} 930·'
{MiAq} 940·'·Alternate·turns
{PkAi} 950·'
{HoAs} 960·FOR·p=1·TO·500:NEXT
{AuBi} 970·GOSUB·1140:IF·dest·THEN·1040
{EtAw} 980·CLS:PRINT"My·turn·now"
```

```
{MmAs} 990·FOR·p=1·TO·500:NEXT
{BxBi} 1000·GOSUB·1240:IF·NOT·dest·THEN·960
{KrAj} 1010·'
{IrBl} 1020·'·Finish·and·ask·for·another·game
{MtAj} 1030·'
{OsAr} 1040·CLS:LOCATE·4,2
{LnBt} 1050·IF·c=14·THEN·PRINT"I·win!!"·ELSE·PR
       INT"You·win!!"
{PjAt} 1060·LOCATE·4,6:PRINT"Another?"
{AlBi} 1070·a$="":WHILE·a$<>"Y"·AND·a$<>"N"
{MvAu} 1080·a$=UPPER$(INKEY$):WEND
{FqAs} 1090·IF·a$="Y"THEN·RUN
{PlAu} 1100·MODE·1:CALL·&BC02:END
{MvAj} 1110·'
{JsAm} 1120·'·Your·move
{BlAk} 1130·'
{NxBi} 1140·CLS:PRINT"Target?·";:GOSUB·1440
{HsDj} 1150·IF·c(a,b)=2·THEN·PRINT:PRINT:PRINT"
       You·have·done··that·before.":FOR·p=1·TO
       ·1500:NEXT:GOTO·1140
{MpBj} 1160·FOR·j=100·TO·200:SOUND·1,j,1:NEXT
{IjCr} 1170·IF·c(a,b)=1·THEN·PEN#2,3:FOR·j=1·TO
       ·60:SOUND·1,RND,1,15,,,31:NEXT·ELSE·PEN
       #2,2
{LqBl} 1180·LOCATE#2,a+1,b+1:PRINT#2,CHR$(236);
{FuBp} 1190·IF·c(a,b)=1·THEN·h=h+1:IF·h=14·THEN
       ·dest=-1
{MkAq} 1200·c(a,b)=2:RETURN
{PjAj} 1210·'
{IlAr} 1220·'·Computer's·move
{FtAj} 1230·'
{EiAt} 1240·IF·hit<>0·THEN·1290
{KiAv} 1250·x=RND*9:y=RND*9:m=x:n=y
{IxAw} 1260·GOSUB·1340:IF·f=2·THEN·1250
{AlAu} 1270·IF·f=1·THEN·hit=1
{OnAn} 1280·RETURN
{OqCu} 1290·IF·(x=9·AND·hit=1)·OR·(x=0·AND·hit=
       2)·OR·(y=0·AND·hit=3)·OR·(y=9·AND·hit=4
       )·THEN·f=2:GOTO·1320
{DwBt} 1300·x=x-(hit=1)+(hit=2):y=y+(hit=3)-
       (hit=4):GOSUB·1340
{KnAv} 1310·IF·f=1·THEN·RETURN
{IuBv} 1320·x=m:y=n:hit=hit+1:IF·hit=5·THEN·hit
       =0:IF·f=2·THEN·1250
{InBj} 1330·IF·f=2·THEN·1290·ELSE·RETURN
{JwBi} 1340·f=h(x,y):IF·f=2·THEN·RETURN
{HuBk} 1350·FOR·j=100·TO·200:SOUND·1,j,1:NEXT
{LnCp} 1360·IF·f=1·THEN·PEN#1,3:FOR·j=1·TO·60:S
       OUND·1,RND,1,15,,,31:NEXT·ELSE·PEN#1,2
{DnAu} 1370·LOCATE#1,x*2+2,y*2+1
{DjAt} 1380·PRINT#1,USING"&";hm$;
{ApBp} 1390·IF·f=1·THEN·c=c+1:IF·c=14·THEN·dest
       =-1
{MnAr} 1400·h(x,y)=2:RETURN
{DrAk} 1410·'
{NtAs} 1420·'·Get·grid·reference
{OtAi} 1430·'
{NiAw} 1440·a$="":WHILE·a$<"A"·OR·a$>"J"
{GjBj} 1450·a$=UPPER$(INKEY$):WEND:PRINT·a$;
{HsCl} 1460·b$="":WHILE·(b$<"0"·OR·b$>"9")·AND·
       b$<>CHR$(127):b$=INKEY$:WEND
{InBw} 1470·IF·b$=CHR$(127)·THEN·PRINT·CHR$(8)C
       HR$(16);:GOTO·1440
{FwCj} 1480·PRINT·b$;:c$="":WHILE·c$<>CHR$(13)·
       AND·c$<>CHR$(127):c$=INKEY$:WEND
{MwBr} 1490·IF·c$=CHR$(127)THEN·PRINT·CHR$(8)CH
       R$(16);:GOTO·1460
{PsAw} 1500·a=ASC(a$)-65:b=VAL(b$):RETURN
{FvAj} 1510·'
{AvAq} 1520·'·Invalid·input
{DlAj} 1530·'
{LqAw} 1540·PRINT:PRINT"Sorry,·no·good."
{EjAw} 1550·FOR·p=1·TO·1000:NEXT:RETURN
```

E-TYPE

A neat utility this, from Mr. P.F. Dwerryhouse in Clwyd. Put simply, it enhances the quality of Near Letter Quality output on 9-pin printers. This will prove a real boon for those special letters thanking Granny for the brand new disk drive or grovelling to the bank manager.



● **Print out posh letters with *E-type*. The program is nicely presented and easy to use – just type in the filename and away you go.**

To use *E-type*, when the program is RUN, it catalogues the disk, and requests the filename of the program you wish to print. (Note that the file must be ASCII). The program works by printing the text four times, making tiny adustments with each pass of the print head to produce crisp, solid-looking letters.

Though the program is designed to work with a disk drive, tape users should be able to make it work by deleting the CAT command in line 80.

```
{BnAr} 10·REM·NLQ·Extra·v1.1
{NxAu} 20·REM·By·Paul·Dwerryhouse
{AiAn} 30·REM·May·1991
{EtAj} 40·'
{HxAs} 50·MODE·2:CALL·&BC02
{MuBn} 60·a=1:b=80:c=1:d=25:SYMBOL·240,255,0,25
       5,0,255,0,255
{KrDk} 70·GOSUB·400:LOCATE·2,2:PRINT·STRING$(25
       ,240);"·EXTRA·NEAR·LETTER·QUALITY·";STR
       ING$(26,240):WINDOW·2,79,3,24
{IrBk} 80·CAT:DIM·text$(570):max.format=0
{EiAx} 90·a=18:b=62:c=20:d=24:GOSUB·400
{LrCn} 100·LOCATE·2,2:PRINT·STRING$(11,240);"·E
       NTER·TO·ABORT·LOAD·";STRING$(11,240)
{FxBu} 110·LOCATE·5,4:INPUT·"Filename·>·",file$
       :IF·file$=""·THEN·RUN
{EjAv} 120·count=0:OPENIN·file$
{OmAq} 130·WHILE·NOT·EOF
{MnBk} 140·LINE·INPUT#9,text$(count):count=coun
       t+1
{MwAv} 150·WEND:CLOSEIN:count=count-1
{PuAq} 160·FOR·f=1·TO·count
{IkCl} 170·format=MAX(max.format,LEN(text$(f-
       1)),LEN(text$(f))):max.format=format
{HwAk} 180·NEXT
{NwAs} 190·mar.left=(80-format)\2
{ImAt} 200·mar.right=80-mar.left
{FiAv} 210·a=18:b=62:c=7:d=15:GOSUB·400
{DkCk} 220·LOCATE·2,2:PRINT·STRING$(13,240);"·P
       RINTING·DETAILS·";STRING$(12,240)
{NtAr} 230·WINDOW·21,59,10,15
{PlBp} 240·PRINT·TAB(8);"Left·Margin·set·to···:
       ";mar.left
{OwBp} 250·PRINT·TAB(8);"right·Margin·set·to··:
       ";mar.right
{AuBp} 260·PRINT·TAB(8);"Number·of·text·lines·:
       ";count+1
{KrCm} 270·PRINT:PRINT·CHR$(24);"·Put·the·print
       er·ON·LINE·&·Press·a·key·";CHR$(24)
{PoAv} 280·CLEAR·INPUT:CALL·&BB18
{LxBu} 290·PRINT#8,CHR$(27)+"x"+CHR$(1);CHR$(27
       )+"U"+CHR$(1);
{LsBx} 300·PRINT#8,CHR$(27)+"l"+CHR$(mar.left);
       CHR$(27)+"Q"+CHR$(mar.right);
{JqAu} 310·lin=1:FOR·f=0·TO·count
{KuBo} 320·IF·lin=1·THEN·FOR·top.mar=1·TO·5:PRI
       NT#8:NEXT
{CnAq} 330·PRINT#8,text$(f);
{PsBi} 340·PRINT#8,CHR$(27)+"3"+CHR$(1);
{AvAr} 350·PRINT#8,text$(f);
{GkBj} 360·PRINT#8,CHR$(27)+"3"+CHR$(35)
{IkBo} 370·lin=lin+1:IF·lin=58·THEN·PRINT#8,CHR
       $(12):lin=1
{MuBi} 380·NEXT:PRINT#8,CHR$(12):MODE·2:END
{NwAj} 390·'
{CoAw} 400·WINDOW·a,b,c,d:CLS:GOSUB·460
{NkBk} 410·FOR·f=1·TO·2:PLOT·gx1,gy1,1:DRAW·gx2
       ,gy1
{FvAw} 420·DRAW·gx2,gy2:DRAW·gx1,gy2
{PvAv} 430·DRAW·gx1,gy1:MOVER·0,-20
{FvBk} 440·DRAWR·gx2-gx1,0:gx1=gx1-
       1:gx2=gx2+1:NEXT
{DnAo} 450·RETURN
{CuAo} 460·gx1=a*8-4
{LuAn} 470·gx2=b*8-5
{KiAq} 480·gy1=398-c*16+4
{EpAs} 490·gy2=398-d*16+8
{KvAm} 500·RETURN
```

ULTRAFORM

Fed up of running out of disk space all the time? Then you'll like this! *Ultraform* is a fantastic little utility from Rob Scott of Leatherhead.

It formats disks, but instead of the usual 178K of storage space, it gives you a massive 203K to play with! The program works by increasing the number of sectors from nine to ten sectors.

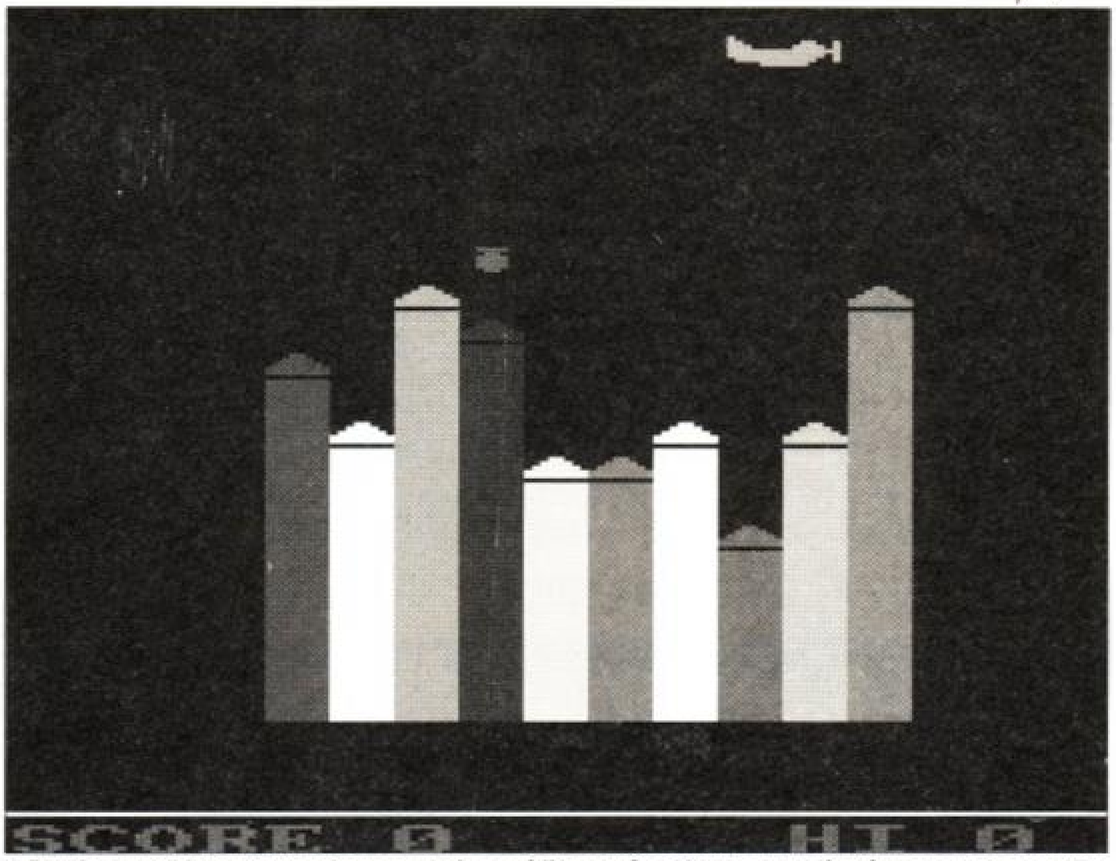
```
{DpBl} 10·'*ULTRA-FORM·203·coded·by·ROB·SCOTT*
{OrAi} 20·'
{DpBj} 30·'*··from·S.T.S·(c)·1991·Rob·Scott··*
{MvBj} 40·'*Hello·Simon·'Ratz!',·Simon·G.····*
{NrBn} 50·'*Simon·'Squerf!',·Jason·B.,Mike·W.*
{KvAi} 60·'
{GrAu} 70·FOR·a=&9000·TO·&9239:READ·a$
{JrAx} 80·c=VAL("&"+a$):chk=chk+c
{FoAq} 90·POKE·a,c:NEXT
{MqBo} 100·IF·chk<>46657·THEN·PRINT"Data·Error.
       ..":END
{CpAo} 110·CALL·&9000
{KkAm} 120·MODE·1
{DtBp} 130·PRINT"|BIGFORM·-
       ·format·a·disk·to·203k·format"
{FkAl} 140·PRINT
{GrBp} 150·PRINT"|NEWSIZE·-
       ·install·new·format·for·drive"
{BtBl} 160·PRINT"···········if·|NEWSIZE,1·is·us
       ed·then"
{NjBn} 170·PRINT"···········the·format·will·be·
       installed"
{AjAv} 180·PRINT"···········on·drive·B"
{JiAk} 190·END
{PqBl} 200·DATA·21,21,90,01,0A,90,CD,D1,BC,C9
{OtBi} 210·DATA·12,90,C3,25,90,C3,8F,90,42,49
{DsBj} 220·DATA·47,46,4F,52,CD,4E,45,57,53,49
```

```
{FsBi} 230·DATA·5A,C5,00,00,00,00,00,CD,FF,BB
{OpBk} 240·DATA·CD,02,BC,21,08,91,CD,B8,90,21
{PlAx} 250·DATA·F1,91,CD,B8,90,CD,03,BB,CD,18
{GxBi} 260·DATA·BB,FE,6E,CA,85,90,FE,4E,CA,85
{JnBn} 270·DATA·90,CD,8F,90,21,CD,91,CD,B8,90
{KlBk} 280·DATA·21,C7,90,1E,00,16,00,06,0A,72
{EiBl} 290·DATA·23,23,23,23,10,F9,21,C7,90,DF
{GiBj} 300·DATA·C3,90,D2,85,90,14,7A,C5,F5,CD
{CiBn} 310·DATA·1C,92,3E,08,CD,5A,BB,CD,5A,BB
{IrBj} 320·DATA·F1,C1,FE,29,C2,57,90,21,75,91
{JwBk} 330·DATA·CD,B8,90,2A,42,BE,11,18,00,19
{DqBk} 340·DATA·36,00,C9,DD,7E,00,FE,01,CA,A4
{CoBm} 350·DATA·90,21,EF,90,ED,5B,42,BE,01,19
{JoBj} 360·DATA·00,ED,B0,C9,21,EF,90,ED,5B,42
{GvBl} 370·DATA·BE,E5,21,40,00,19,EB,E1,01,19
{MiAx} 380·DATA·00,ED,B0,C9,7E,FE,FF,C8,CD,5A
{JjBk} 390·DATA·BB,23,C3,B8,90,52,C6,07,00,00
{IjBj} 400·DATA·00,10,02,00,00,15,02,00,00,11
{DpBi} 410·DATA·02,00,00,16,02,00,00,12,02,00
{HtBi} 420·DATA·00,17,02,00,00,13,02,00,00,18
{GjAx} 430·DATA·02,00,00,14,02,00,00,19,02,28
{NvAx} 440·DATA·00,03,07,00,CC,00,3F,00,C0,00
{GuBl} 450·DATA·10,00,00,00,10,0A,20,32,E5,02
{AuBj} 460·DATA·04,00,00,FF,04,01,1C,00,00,00
{OmBi} 470·DATA·1C,01,07,07,1C,02,16,16,1C,03
{NpBi} 480·DATA·0D,0D,1D,00,00,0F,01,18,20,20
{KrBm} 490·DATA·20,55,4C,54,52,41,2D,46,4F,52
{NiBi} 500·DATA·4D,20,32,30,33,20,28,43,29,20
{FsBi} 510·DATA·31,39,39,31,20,53,65,63,72,65
{CuBn} 520·DATA·74,53,6F,66,74,20,20,20,18,0A
{AwBl} 530·DATA·0D,0F,03,20,20,20,77,72,69,74
{IuBl} 540·DATA·74,65,6E,20,62,79,20,52,6F,62
{ImBm} 550·DATA·20,53,63,6F,74,74,20,66,72,6F
{JtBj} 560·DATA·6D,20,20,53,2E,54,2E,53,0A,0D
{JxBk} 570·DATA·0A,0D,FF,0A,0D,0A,0D,0A,0D,0F
{GrBi} 580·DATA·01,20,20,20,20,20,20,3C,3C,3C
{NsBj} 590·DATA·3C,3C,20,46,6F,72,6D,61,74,20
{EiBl} 600·DATA·66,69,6E,69,73,68,65,64,20,3E
{DrBm} 610·DATA·3E,3E,3E,3E,0A,0D,0A,0D,0F,02
{KvBk} 620·DATA·20,50,4F,4B,45,20,26,61,38,61
{PmBj} 630·DATA·38,2C,30,20,74,6F,20,72,65,73
{GvBm} 640·DATA·65,74,20,64,72,69,76,65,20,74
{JmBk} 650·DATA·6F,20,6E,6F,72,6D,61,6C,0A,0D
{MoBj} 660·DATA·FF,0A,0D,0A,0D,0F,02,20,20,20
{KlBj} 670·DATA·20,20,20,20,20,46,6F,72,6D,61
{NrBk} 680·DATA·74,74,69,6E,67,20,54,72,61,63
{KoAx} 690·DATA·6B,20,3A,23,0F,03,FF,0F,02,20
{NwBk} 700·DATA·41,72,65,20,79,6F,75,20,73,75
{BsBn} 710·DATA·72,65,20,79,6F,75,20,77,69,73
{LuBl} 720·DATA·68,20,74,6F,20,66,6F,72,6D,61
{KkBj} 730·DATA·74,3F,20,28,59,2F,4E,29,20,FF
{KxAx} 740·DATA·06,02,4F,1F,1F,1F,1F,E6,0F,FE
{NwBi} 750·DATA·0A,30,07,C6,30,CD,5A,BB,18,05
{OrBk} 760·DATA·C6,37,CD,5A,BB,79,10,EB,C9,00
```

BOMBER

Bomber, from S. Dolphin up in bonny Scotland, is easily the oldest, gnarliest game ever to hit a computer. This dinosaur surfaced first on the ZX81 and has appeared on every computer since. With good reason too: it's simple and fun. You fly your ever descending aircraft over a city, using the space bar to bomb skyscrapers as you go. If you're fast then you'll land safely, if not then you could have a close encounter with a skyscraper.

```
{ItEu} 40·MODE·1:CLS:INK·0,0:BORDER·0:INK·1,18:
        INK·2,6:INK·3,4:INK·5,15:INK·6,2:INK·7,
        24:INK·8,8:INK·9,26:INK·10,10:INK·11,20
        :INK·12,12:INK·13,16:INK·14,14:INK·15,2
        1
```



● Bombs away! Drop your ordnance on the rapidly growing skyscrapers that just seem to sprout from the ground. Every pass you get a little lower, and so a constant barrage is necessary if you're to clear a space to land.

```
{DkDk} 50·SYMBOL·AFTER·241:SYMBOL·241,&40,&60,&
        70,&7F,&7F,&3F,&7,&0:SYMBOL·242,&0,&32,
        &7A,&FE,&FA,&F2,&E0,&0
{KsCl} 60·score=0:hiscore=0:plane$=CHR$(241)+CH
        R$(242):x=2:y=2:drop=0:a=2:b=2
{LwAk} 80·CLS
{JqBx} 90·PEN·2:LOCATE·1,15:INPUT"Enter·skill·:
        ·0·(Ace)·to·5·(Novice)·:·",skill
{OjAx} 100·IF·skill<0·OR·skill>5·GOTO·90
{JuAr} 110·skill=skill+10
{NoCt} 120·LOCATE·1,15:PRINT·CHR$(18);:LOCATE·1
        ,15:INPUT"Enter·speed·0·(Fast)·to·100·(
        Slow)·:·",rate
{KpBi} 130·IF·rate·>100·OR·rate<0·GOTO·120
{AmEw} 170·MODE·0:FOR·base=5·TO·14:FOR·height=2
        1·TO·INT(RND(1)*8+skill)·STEP-
        1:LOCATE·base,height:PEN·base-2:PRINT·C
        HR$(143)+CHR$(8)+CHR$(11)+CHR$(244);:NE
        XT:NEXT
{MnAs} 180·PLOT·0,20,4:DRAW·640,20,4
{DpCl} 190·LOCATE·1,25:PEN·2:PRINT"SCORE";score
        ;:LOCATE·13,25:PRINT"HI";hiscore
{KwAt} 230·LOCATE·x-1,y:PRINT"···";
{JtBl} 240·PEN·1:LOCATE·x,y:PRINT·plane$;:PEN·2
{CoBq} 250·IF·y=21·AND·x=15·THEN·GOTO·290:ELSE·
        GOTO·340
{IoAr} 290·FOR·c=0·TO·1000:NEXT
{ErCk} 300·score=score+100-
        (skill*2):skill=skill-1:x=2:y=2:a=2:b=2
        :drop=0
{AvBm} 310·IF·skill<10·THEN·skill=10:rate=rate-
        20
{FpAw} 320·IF·rate<0·THEN·rate=0
{GuAm} 330·GOTO·170
{OxAs} 340·FOR·c=0·TO·rate:NEXT
{BtAn} 350·x=x+1
{IwCv} 360·IF·x=18·THEN·LOCATE·x-
        1,y:PRINT·CHR$(18);:x=2:y=y+1:LOCATE·x,
        y:PEN·1:PRINT·plane$;:PEN·2
{OtBv} 370·a$=INKEY$:IF·a$="·"·AND·drop=0·THEN·
        drop=1:b=y+2:a=x
{CvAu} 380·IF·y=21·THEN·drop=0
{LmFs} 390·IF·drop=1·THEN·LOCATE·a,b:PRINT·CHR$
        (252);:LOCATE·a,b-
        1:PRINT"·";:b=b+1:IF·b>21·THEN·LOCATE·a
        ,b:PRINT"·";:LOCATE·a,b-
        1:PRINT"·";:a=0:b=0:drop=0:SOUND·3,4000
        ,10,12,0,0,10
{KuBn} 400·ga=(a-0.5)*32:gb=400-
        (b*16):bomb=TEST(ga,gb)
{HpAv} 410·IF·bomb>0·THEN·GOTO·650
{GpBt} 420·gx=((x+1.5)*32):gy=408-
        (y*16):crash=TEST(gx,gy)
{HvAq} 430·IF·crash>0·GOTO·570
{NjAm} 440·GOTO·230
{NqBv} 510·PEN·2:LOCATE·1,24:PRINT:PRINT"Press·
        any·key·to·start";
{JvAw} 520·a$=INKEY$:IF·a$=""·GOTO·520
{KxAn} 530·RETURN
{GoCq} 570·LOCATE·x-
        1,y:PRINT·CHR$(32)+CHR$(32)+CHR$(32)+CH
        R$(253)+CHR$(8)+CHR$(238)+CHR$(8);
{LuDu} 580·FOR·t=1·TO·10:SOUND·7,4000,5,15,0,0,
        5:PEN·t:PRINT·CHR$(253)+CHR$(8)+CHR$(32
        )+CHR$(8);:FOR·tm=0·TO·50:NEXT:NEXT:PEN
        ·2
{CpBo} 590··CLS:LOCATE·1,5:PRINT"You·scored";sc
        ore;
{LvBx} 600·IF·score>hiscore·THEN·hiscore=score:
        LOCATE·1,8:PRINT"TOP·SCORE!!";
{KsBs} 610·score=0:LOCATE·1,12:PRINT"PRESS·ANY·
        KEY·TO·RESTART";
{JqAt} 620·WHILE·INKEY$="":WEND
{MtAl} 630·GOTO·640
{JmBo} 640·PEN·1:MODE·1:x=2:y=2:a=2:b=2:GOTO·90
{MjFq} 650·LOCATE·a,b-
        1:PRINT"·"+CHR$(8);:PEN·4:FOR·tr=1·TO·I
        NT(RND(1)*3)+1:score=score+5:SOUND·3,40
        00,10,12,0,0,10:LOCATE·a,b:FOR·t=0·TO·4
        :PRINT·CHR$(253)+CHR$(8)+CHR$(32)+CHR$(
        8);:NEXT:b=b+1
{DlAv} 660·IF·b=24·THEN·b=b-1
{JmAk} 670·NEXT
{IjBp} 680·LOCATE·6,25:PRINT·score;:drop=0:a=x:
        b=y:GOTO·230
```

AA

Forum

Got any technical queries? Are you stumped by your computer? AA's very own technical wizard ADAM WARING will attempt to sort it out for you. Or maybe you want to pass on some tip you've discovered to the rest of us? (Send us a good 'un and you could be in line for a £25 mail order voucher!) Write to: ***Forum, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW***

Stop that meddling

I would like to pass a useful bit of knowledge that I have discovered about *Bonzo's Super Meddler* by Nemesis. On the disk is a file called *FBAUTO2.BAS*. If run this sets up 47 RSXs, some of which are very useful. If you type |HELP then a list of their names appears.

Most of them require parameters of some sort, so it took me some time to establish what most of them do. Below is a list of what the more useful commands do:

|M.FILL,address,length,byte – Fills an area of memory with a byte starting at the address given.
|M.MOVE,address,length,new address – Copies an area of memory from starting address to the new address.
|DEPRO,filename$ – Loads a protected BASIC file into memory.
|BIG,text$ – Prints double height text.
|BORDER – Using the up and down keys you can change the border colour, confirming your choice with the COPY key.
|INK,ink number – Same as |BORDER except for the inks.
|BOX,x,y – Draw a box from the origin to coordinates (x,y).
|LINE,a,b,x,y – Draws a line from coordinates (a,b) to (x,y).
|INPUT,input type,a$ – For *input type* you put either 0 or 1 for numeric and alphanumeric information respectively. This prints the string a$ in a box allowing you to edit it. When you press RETURN the string is saved as altered.
|PAUSE,x – Pauses the computer for x multiples of 0.5 seconds.
|P.CDUMP – Dumps the contents of the screen to the printer.
|P.ON & |P.OFF – Echo from screen to printer is turned on and off respectively.
|S.LR,x & |S.RR,x – Screen is scrolled left or right respectively and wrapped onto the other. X is the number of text divisions.
|S.L,x & |S.R,x & |S.D,x & |S.U,x – Scrolls the screen X units to the left, right, down and up respectively.
|SLEEP – The computer stops until a key is pressed.
|MENU,character,no of options,memory of locations – This is used where you have on screen a list of options (menu). You move the specified character up and down with the cursor keys. When the character is next to the option you want press copy. The relative number is then stored at the specified memory location.
|COLOUR & |GREEN – These set up two different palettes for the VDU.

David Cardus
Tallington

Cor, thanks! Tell you what, have a pile of cash (well, a mail order voucher actually)!

Modem man

I have bought myself a modem, the type is Modular Technology model 5021. I did not receive any documents of any sort with it, nor were there any leads with it.

I would like to know if there is any information on this machine that will enable me to get it working with my 6128. I know that I need a lead to connect the two together, but where can I get one and which slot in the rear of my micro does it go into?

After all that, how do I work it? Any information at all would really make me a fan for life of your column (I am already!).

Harry Hall
Mansfield

Modems connect to computers via an RS232 cable. Unfortunately the Amstrad range is not equipped with an RS232 port to plug the cable into so you'll need an RS232 interface to plug into the back of your expansion port.

There are three things you'll require on your shopping list:

1. *An RS232 interface.*
2. *An RS232 cable. Most modems have a 25-way D-type connector, and the connector on your interface almost certainly will be a 25-way D-socket, so you'll need a lead terminated with 25-pin plugs on each end.*
3. *You'll also need some software. Most RS232 Interfaces actually have the software supplied actually built in on a ROM chip.*

Try the mail order advertisers in AA for these bits 'n' pieces – you'll more likely have luck with them than with a local computer store.

Once you've actually got everything plugged in working happily together, you'll need a couple of 'phone numbers for your computer to ring. Try TUG II – 0905 775191, Winchester Remote – 0962 69322 and Mektronic Consultants – 061 733 7739. Also AA54 is well worth looking at, if you can get hold of a copy. We ran a comprehensive comms feature in that issue telling you all you need to know!

Give me stick

Please could you help me. I have a CPC6128 and would like to know if it's possible to type in a program to allow use of a joystick from BASIC.

I am able to type my own programs and games but they are for keyboard only. This is a problem because I prefer to use joystick rather than keyboard.

I have searched through my manual and cannot find a good enough source to construct a program for the use of my joystick.

Damien Quinn
Grimsby



● Can you use a joystick to control BASIC programs? Yes you can, and here's how you go about it...

No trouble Damien! The keyboard and joysticks are represented by numbers as far as the computer is concerned (see chapter 7, page 23 of the manual for all the keycodes). The keys can be checked with the inkey command. If the value returned is zero then the key is being pressed. The numbers for the joystick are 72-77 representing up, down, left, right, fire one and fire two respectively.

This little example listing should give you an idea of what's possible. A flashing cursor can be moved under joystick control. Press Fire to stop the program:

To cut a long story short

Very many thanks for Alec Rae's excellent article on Desk Top Publishing.

You may recall that I wrote to you on the problem of vertical distortion of printouts with the more recent generation of printers – particularly the 24-pin ones, last June.

According to the *AMX Stop Press* operating manual, the printers it supports are: Epson RX80, FX90, LX80; Canon PW1080A, BJ80; Kaga KP810; Amstrad DMP2000; Mannesman Tally MT80. All these printers are no longer available.

In *AA57* June 1990 you published a letter from J. Tucker who complained that the printouts on his Amstrad LQ3500 were elongated in the vertical dimension. You advised him to use the appropriate printer driver.

This advice was, in fact, not much help because *Stop Press* **does not** include any alternative printer drivers. This is a great pity because the program is excellent in all respects except its inability to adjust the rate of paper feed.

Tasman's *Tascopy*, for example, does include quite a choice of printers. Since it is written in BASIC, amateurs like myself can hack into it and adjust the printer control codes to our satisfaction. PC applications routinely include drivers for a huge range of printers – but they are much more expensive.

Chris Medway replied in *AA58* July 1990 that his *X-Press* solves the problem. It does indeed – up to a point. The vertical distortion can be corrected by using the *High Resolution Condensed* printout option – but is very grainy in quality.

Unfortunately neither the original producers of *Stop Press*, Advanced Memory Systems, Nor the distributors, Database, can offer any help.

I'm sure it would be quite a simple job for one of our *Cheat Mode* wizards to write a routine to enable the paper feed rate to be adjusted. The printer control code for the paper feed is:

```
ESC 3(n) or CHR$(27);"3";CHR$(n)
```

This sets the paper feed rate to n/216 inch on the 9-pin printers like the Star LC-10, and to n/180 inch on 24-pin ones, such as the Amstrad LQ3500.



• Can anyone produce a poke to get Stop Press to produce full-height print-outs with 24-pin printers? There's £25 up for grabs...

I would be happy to offer a £25 prize to anyone who could do this. I'm sure a lot of other owners of the more recent model printers would be grateful too.

This is a genuine offer to anyone who can write a printer driver routine that really works and guarantees round circles and square squares!

F Elsby
Paphos, Cyprus

Stop Press is essentially written for 9-pin printers, and the elongated page problem seems pretty much specific to 24 pin owners.

Writing a poke seems to be the best way of getting round the problem. Tell you what Mr Elsby, save your cash – we'll stump up the prize for the best routine.

Any takers? Get cracking and send us your Stop Press pokes ASAP!

```
10 x=10:y=10
20 LOCATE x,y:PRINT " "
30 IF INKEY$(72)=0 THEN y=y-1
40 IF INKEY$(73)=0 THEN y=y+1
50 IF INKEY$(74)=0 THEN x=x-1
60 IF INKEY$(75)=0 THEN x=x+1
70 LOCATE x,y:PRINT "@"
80 IF INKEY(76)<>0 THEN GOTO 20
```

Seedy

I have a query regarding the Amstrad's Pseudo random number generator. Run the following program:

```
10 MODE 2:n=0
20 x=RND*639:y=RND*399:n=n+2
30 PLOT x,y:GOTO 20
```

For the first five minutes there is a lot of activity, which then dies as some pixels are over-plotted. But at about six and a half minutes, with around 35,000 pixels on screen, the activity ceases. It is easy to see as there are, relatively speaking, quite large blank spaces here and there. Wait as long as you will, but no more new pixels are plotted, which obviously means that the random number generator is repeating itself after only choosing 67,000 numbers.

I know that no maths-driven generator can produce a truly random sequence and that it must repeat itself sooner or later. How soon or how late is determined by a seed number from which the sequence grows. There is much literature on the subject of choosing a good seed, but even a moderately good one will generate a few million random numbers before repeating, not just a mere 67000 as the Amstrad seems to give. This is totally inadequate for doing serious mathematical investigations involving problems in queuing, or the behaviour of gases and so on, that need lots of random events. To keep this short I would like to know the following:

1. What actually happens when the command RANDOMIZE 3.3 (or any other number) is obeyed by the interpreter to generate a reapeatable sequence?
2. What is the nature of the seed of the generated sequence?
3. Why is the pseudo-random number generator so poor in giving a sequence of only 67000 numbers long?
4. Is the refresh register of the Z80 chip involved in any way?

Barrie Snell
Portsmouth

1. The number alters the seed value. The seed is the first number in the sequence. The next number is calculated by taking the seed, performing the calculation to generate the number, and replacing the seed with the freshly calculated number.

2. The random sequence is repeated after 65535 calculations. Your program could be modified to select a new random sequence after the list is exhausted. Change line 30 to read:

```
30 PLOT x,y:IF n<65535 THEN 20 ELSE n=0:RANDOMIZE TIME: GOTO 20
```

The RANDOMIZE TIME seeds the sequence with the current value of computer's clock – useful as it makes the sequence even more random.

3. To be honest, I'm not entirely certain why the sequence is limited to this number, but I'm sure there's a very good reason that makes perfect sense.

4. The Z80's refresh register is not used in gen-

CP/M

I have recently been given a 464 with disk drive. Included were many cassettes and disks, but no master copy of the CP/M systems utility disk. I looked for a CP/M working disk, but had no luck. Please could you tell me who I can write to, so that I can purchase a CP/M utility disk.

E Burton
Barrowby

You can buy a copy of the CP/M utilities disk (and indeed many other Amstrad spare parts) from: ***CPC Components Ltd, 194-200 North Road, Preston, Lancashire PR1 1YP. Tel: 0772 555034.*** *It'll set you back £17.62, including VAT and postage.*

A cable too far

I have some important questions to ask:

1. Can a Multiface II & disk drive be attached to the 464 at the same time?
2. How do you save variables so that you can use the program again without wiping the information? (e.g. With a database you save the info and then use the database again with the info still stored.)
3. How do you load this information after it's been saved?
4. Explain sprites please!
5. How do you merge programs?
6. May I also say how excellent your mag is?

Paul Hunnisett
East Grinstead

1. Yes and no... The Multiface has a through connector which allows peripherals to be connected into the back of it. Although you may plug the disk drive interface into the back, the unit is very fussy about the length of cables that it will work with. If the disk drive is too far away from the computer then unexpected results will occur – basically it won't work properly.

This can be overcome with a two way expansion adaptor. This duplicates the expansion port so that two peripherals can be plugged in at the same time. Make sure that the lead is short though – otherwise you'll still have the same length problem.

2. To save variables to tape you need first to open out a file, print the variables to that file, and then close it. Say you wanted to save the variables a$ and n:

```
10 OPENOUT "INFO"
20 PRINT #9,a$,n
30 CLOSEOUT
```

3. The information is read back into the computer in a similar way. This will recover the previously saved information:

```
10 OPENIN "INFO"
20 INPUT #9,a$,n
30 CLOSEIN
```

4. Sprites, in their simplest form, are really just small pictures that are printed on screen. Exactly how complex they are depends on the program that prints them (the sprite driver). Some clever routines will allow the sprites to be printed 'underneath' other images, so the graphics appear to behind objects.

They are used extensively in games. Those little men that you move round the screen are sprites, as are the monsters that try and eat you.

5. Programs are merged with the MERGE command. It mixes two BASIC files together. If the line numbers should clash the old one is replaced with the new one.

6. Oh all right then.

erating random numbers. It is often used in machine code games, though, when programmers want a fairly random event, but can't be bothered to go into all the heavy mathematics associated with 'proper' random numbers.

Face facts

I have been using my Multiface II for well over a year now, and for most things it's great. However, for some time I have not been able to load some old games from tape (such as *Road Runner* and *Victory Road*). I have just discovered that if I unplug my Multiface these games load with no trouble.

I have also had this problem with two recent games I have bought, *Mindstrecher* and *The Hollywood Collection*

Do you think I have a defective Multiface or is it just that the games are copy protected, or am I just doing something wrong?

Stephen Pearce
London

It's the game's copy protection, Stephen. The games are able to detect the presence of the Multiface, and will not load if it is 'seen'.

There's no need to unplug the Multiface every time you want to play the games, though, the Multiface can be switched off. Press the red button and then 'R' to return to BASIC before you load the game.



● Does your Multiface stop some games running? Is there something wrong?

Where on earth...

I am writing on behalf of my friend Paul Todd. He is thinking of buying an Amstrad CPC6128. Are they still being made? If so, how much are they and where could we get one?

Peter Donaldson
Hartlepool

The CPC range has been superseded by the Plus range. For all intents and purposes the 6128 Plus can do everything that the CPC 6128 can do (with the exception of loading tape software due to the lack of a cassette port). In addition, the Plus has the ability to load cartridge games, with all the enhanced features that has to offer.

On Camera

I have recently purchased a camcorder and got to wondering whether it's possible to use my 6128 for adding titles to my masterpieces.

I have *Advanced Art Studio* with which to make my titles, but I wondered whether these screens could then be played through a video recorder and put onto tape, perhaps through an MP2 Modulator.

Brian Trupp
Birmingham

It is indeed possible Brian. We told you exactly how to do it in AA58, which included effects such as fades, etc.

Try and get hold of that ish if you can, but if you have no luck then yes, it is possible for you to record the computer screen directly onto videotape via an MP2 modulator.

Daisy Chain

I am writing to you concerning the possibility of connecting the daisy wheel printer belonging to my PCW9512 to my 6128. I want to know which leads (and perhaps interface) I would need to do this. From my father's description the printer requires a round socket, almost like a DIN plug through which it also draws its power.

My second question is how do you print a screen dump? My present printer (a DMP3160) has instructions as to how to print a screen, but this is only for the PC.

How about a series on writing games in BASIC? It would start with the basics, like planning your game and writing a simple version, then go on to refining it by adding extra features, and finally how to add advanced graphics and sound effects. Considering that the majority of your readers are either games players or programmers then the idea might well be feasible.

What on earth is a Trunnion Widget?

Richard Gough
Burnham-on-Sea



● Can you use the PCW9512's daisywheel printer with the CPC? Nice idea, but your chances aren't good.

The chances of connecting the PCW daisywheel to your CPC are next to nothing, I'm afraid. The printer is extremely non-standard, and as you say requires a power source from the computer.

You need to tap out a little listing to produce a screen dump. We printed one in AA66. A colour printer version appeared in AA68. Check out the Type-Ins pages on the magazine.

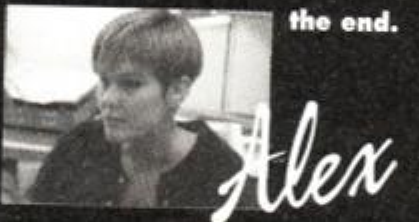
We're always on the look-out for new ideas for features and series. We'll consider your proposals. If anyone else has any bright ideas (or even better, wants to write an article for us) then let us know!

The Trunnion Widget connects the offset flange condenser with the transmogrifier coupling. **AA**

Ask Alex

HI! I've given Rod a good ear-bashing this month for only giving me a measly one page to answer all your letters in. That's why I can't bring you another instalment of my BASIC tutorial this month. Oh well, you can't have everything, I suppose.

Right, on with this month's post bag. The response is still overwhelming, so if you've written and you're still waiting for a reply, be patient! I'll get there in the end.



OUT OF PRINT

Damian Grendon from Solihull in the West Midlands has a question. "I'd like to know how you print from BASIC and if it can be done. I have got a Panasonic KXP1180 printer and it's causing me and my family a lot of hassle!"

Yep. Printing from BASIC is not all it could be. It works in a different way depending on the computer. On the Amstrad you've got to specify an output stream. This tells the computer to send its output to the the printer rather than the screen. This sounds complicated but, like everything, is easy once you know how. Try this:



● Can you print directly from BASIC?

```
PRINT #8,"Hiya, Damian!"
```

If your printer is attached and on-line, **Hiya Damian** should appear on the paper. By putting that #8 into the PRINT command, you've told the CPC to direct its printing output to the printer. Ah, a problem shared is a problem solved...

BY THE BOOK

Babs Mummery from Brixton, London wants to know where she can get a manual. She says "I've just bought a CPC464 second hand. It's a great machine for playing games but my only problem is that I don't have a manual so I cannot do anything else! I don't have a clue where to get a manual from. Please help me."

No sooner asked for than done, Babs. Bernard Babani (publishing) Ltd has an excellent range of affordable little manuals that will help you to get the most from the machine. Here's a sample. If programming interests you, try *An Introduction to Programming the Amstrad CPC464 and 664* by R A and J W Penfold (ISBN 0 85934 128 3) priced at £2.50.

If you're interested in getting a disk drive then read *Using Amstrad CPC Disc Drives* by J W Penfold (ISBN 0 85934 163 1) priced £2.95 or if you want to do some word processing try *Some Simple Applications of the Amstrad CPCs for Writers* by W Simister (ISBN 0 85934 165 8) priced £2.95.

All these books should be available from High Street book stores if you quote the ISBN number. If you can't find them write directly to the publisher at: **The Grampians, Shepherds Bush Road, London W6 7NF.**

CPM

Martin Williams lives in Sandy, Bedforshire. He writes "I bought a CPC 464 in November and since then, I have also acquired a disk drive. Please could you tell me what CP/M stands for and what it means?"

CP/M stands for Control Program for Micros and is an operating system developed by Bill Gates in the '70s. Operating systems act as an interface between the computer user and the computer itself. By using an operating system (also known as 'OS') you don't have to know how the computer loads programs from a cassette, how it controls a disk drive or how it puts graphics on the screen, you simply issue the relevant command such as LOAD "MYGAME.BAS". The OS takes the command LOAD and works out exactly how to get the computer to perform the command.

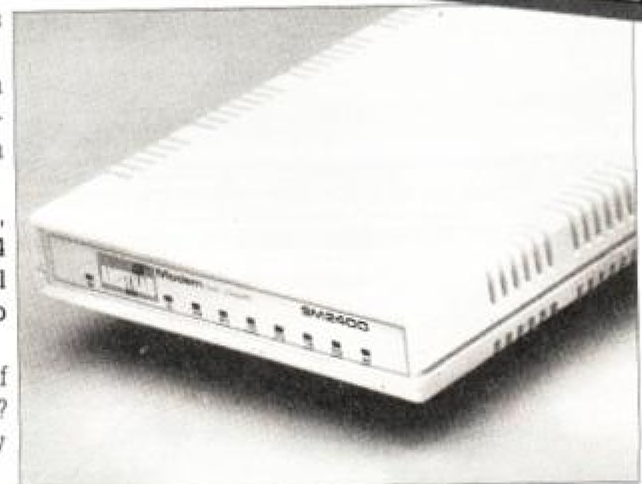
Having an OS also means that all of the computers that use the system can share software even if they're quite different machines. This is because all the software has to do is pass the standard OS instructions and commands and the system does the rest.

So the OS is a good thing, but way back in the '70s, only mainframes and minis (i.e. massive computers) had the power and memory to use them. Then along came Bill Gates with his operating system especially designed for 8-bit computers and to cut a long story short, CP/M is so good, it has survived until the '90s and a copy is available for the CPC.

By running CP/M, you can gain access to vast amounts of business software, public domain utilities and so on that has been written over the years.

● There is one special thing to note, though – 64K machines like the 464 can only use CP/M 2.2, a less powerful version. You need a 128K machine to use CP/M Plus, the best version.

Martin also asks "can you tell me if you can get modems for Amstrads? What exactly do they do and are they worth buying? How much are they?"



● Modems are devices that let different computers link up over ordinary telephone lines. They can be used to swap programs, information and messages.

Well Martin, modem stands for MOdulator DEModulator and is a little device which, when connected to your CPC and a telephone line, enables the machine to send data across the 'phone system to other computers.

Modems enable you to contact bulletin boards. These are computers attached to the telephone lines which are running software that makes them behave rather like a pin board at school or work. You can call up and leave messages, or transfer software to and from the bulletin board. And with the right kind of modem, you can run your own bulletin board so that other CPCers call up your machine.

For a Modem to work with the CPC you'll also need to buy an interface. This is because all modems come with what's known as an RS232 connection. Many computers also have this output port, but sadly not the CPC, so you need to buy an RS232 interface to link the two together.

Modems are quite expensive and you won't see much change from around £100 – and that's for the most basic modems! When buying a modem, you'll pay more for faster communications speeds and features such as the ability of the modem to answer the telephone automatically (necessary if you want to run a bulletin board).

Modems are definitely worth buying. They can be a little tricky to master at first – there's a lot of new jargon to learn, but once you've got the hang of 'comms' you'll be able to dial up computers around the world, leave messages for their owners and swap software. But don't forget the 'phone bills!

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ACTION TEST

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PANG
OCEAN



36

● Pang will drive you round the bend – the excellent coin-op conversion from Ocean bounces onto the console.

SHADOW DANCER
US GOLD

MASTER GAME



34

● Take on teeming truckloads of terrorists with your canine pal by your side in US Gold's conversion of a coin-op classic.









GAZZA II
EMPIRE



38

● Fast furious fun on the console, what's it like on tape? Damned fine, is the answer.

BUDGET BONANZA



39

● Budget bonanza! Loads of cheapies for the hard-up (and the downright stingy).

EUROPEAN SUPERLEAGE
CDS



48

● A management sim with graphics? It can't be bad!

ACTION TEST

THE WINNING TEAM

DOMARK ■ £14.99 cass, £19.99 disk

Winning Team is a compilation of Tengen coin-op conversions. The selection is fairly varied, but how did the games rate? Each of the titles was a classic in the arcades, Tengen/Atari being famous for high quality coin-ops. So, five games for twenty quid, is it the bargain it seems?

KLAX



● Klax looks set to become one of the all time classics on the Amstrad. Catch the coloured tiles as they roll towards them and try to form vertical, horizontal and diagonal lines of the same colour.

The weird Atari puzzle game hit the Amstrad a while back, and to a rave review. The object of the game can be likened to a kind of sophistiacated Connect Four. The player controls a paddle which can be moved left or right at the bottom of a conveyor belt.

Down this conveyor belt tumble a multi-coloured assortment of bricks. Using the paddle to catch the bricks, you must drop them in a container, trying to form lines of the same colour. You can fit the bricks together in several ways, but you must have three or more in a row. The grid the bricks are dropped into is a five by five "bin". This gives you quite a lot of space to play with.

You can quite easily make horizontal and vertical lines of a single colour, but each screen has a different requirement for completion. Some levels ask for a certain number of points to be scored, while others may ask for several diagonals.

Things get fast and furious very quickly, and the game combines strategic thinking and quick reflexes in an utterly, wickedly addictive arcade conversion.

The presentation is very nice, with colourful and bizarre graphics. Sound is a bit iffy, but this game has the kind of lasting challenge that puzzle fans cannot afford to be without. A real classic and probably the best game on the compilation.

Vindicator



Ever fancied driving around in a dirty great tank? Ever fancied blowing away hundreds of other tanks? Yes? Well then, *Vindicators* is the game for you.

You control a futuristic armoured vehicle, driving around a scrolling, often maze-like screen. The object is to reach the exit to the next level without running out of fuel. At various points on each level you will find extra fuel and credit stars. The latter can be used in the end-of-level shops to purchase extra weapons and goodies.



● Oh no, as Bart Simpson would say, " Whoa Mama, you're in deep, deep trouble. Surrounded by nasties, it looks bad.



● Those yellow stars act as credits in the end-of-level shops, collect enough and you could buy yourself a very pokey tank!

It really is a very simple concept. There are lots of baddies to kill, lots of weapons to buy and lots of fun to be had. In later levels, the mazes become tortuous, the enemy become more numerous and more dangerous.

All in all, good blasting action with lush graphics and decent sounds.

Cyberball

Cyberball is quite simply American Football with a twist. Set in the future, the story is some weirdness about robots playing instead of humans. The ball too is very different, if you hold it too long, the darned thing will blow up! Players too, if injured, may explode...

It all sounds very dangerous, but what it boils down to is a standard vertically scrolling American Football pitch with all the usual features. These



Escape from the Planet of the Robot Monsters

A hugely underrated game, *Escape* has a plot straight out of a Hollywood B-movie. Ignore the bizarre plot, though, and enjoy instead a fast, challenging isometric 3D arcade adventure.

The basic object of the game is to rush around the huge number of screens, rescuing hostages and powering up your weapons. Find the teleport to the next level and continue the mission to rescue a kidnapped professor.

The graphics are gorgeous, really colourful and full of character... just watch what happens when you 'accidentally' waste a hostage.

The game is huge and enormous fun to play. The puzzle aspect complements the basic blasting perfectly and *Escape* is a real winner.



● Escape from the planet of the Robot Monsters by all means, but don't forget to rescue the cute girlie hostages. B-Movie plot and wonderful graphics make this game a real hoot.

A.P.B

You drive a small blue police car along a multi-directionally scrolling road. Various types of criminals can be found along these roads. For the most part you will find yourself arresting fairly harmless suspects, such as litterbugs and hitchikers. You arrest them by pointing the cursor which floats immediately in front of your car and hitting the siren. Once the cursor is over the arrest subject, the crim is magically transported to the clink.

Every now and then you will encounter a proper villain. These chaps don't pull over when you ask them politely, so you have to ram them off the road! You play against a strict time limit, but you can increase this by scoffing doughnuts along the way. Add-ons can be purchased at a garage, including a gun to make those arrests a little simpler.

During the bonus stage, you have to make the suspects confess, using a very suspicious method. You shake the joystick rapidly from side to side, shaking the suspect vigorously. Do it fast enough, and he'll 'fess up no problem

Neat graphics and quite good fun, but possibly lacking in variety.



● Officer Bob, sirens blaring, heads off in hot pursuit of that heinous villain Freaky Freddy. Catch him and he might er... fall down the stairs, sir.

SECOND OPINION

"Yet another compilation full of last year's games. None of the games are bad, one or two being well worthwhile. If you missed them first time round, then it may be worth boosting your collection."

Adam Waring



include the ability to choose strategies and plays. This is the tricky part, finding out which moves suit which teams.

The player controls whichever droid is highlighted, passing or running as the situation requires. The exploding ball adds a great deal of urgency to the proceedings and really moves things along.

The graphics are fine and the sound suits. The game is nothing spectacular, but it is possibly the best rendition of American Football on the Amstrad.



● American Football in the twenty-first century is a very dangerous business. The ball is actually a highly explosive mini nuclear device and it might do more than singe your eyebrows when it goes off. Lose that ball in the enemy endzone.

KLAX	89%
VINDICATOR	81%
CYBERBALL	80%
ESCAPE...	87%
APB	76%



VERDICT 85

Some good, some brilliant, Winning Team represents fine value for money.



●Wooosh! One man and his dog leap into action. The lone gunman is just about to meet his maker... woof woof.



● Your trusty hound attacks one of the enemy, tearing flesh and chewing bone. One well-placed shuriken should end the struggle.



● This dude lobs incendiary devices at you. You should use the dog to distract him. Careful though, it doesn't always work.

When the last rays of sunlight ebb, a lone figure moves deftly through the darkened streets. Almost indistinguishable from the shadows, he stalks his prey with stealth and merciless intent. He raises a black gloved hand and summons his companion with the subtlest of gestures.

A soft padding follows as his dog bounds to his side. The most faithful of companions and the most dangerous of animals. A huge dog, well trained and as silent as its master.

Ninja. Fearsome warrior spy from Japan's violent feudal past. Why here? Why in twentieth century America? The most dangerous of missions requires the most dangerous assassin. Joe Musashi is that man. Capable of extraordinary feats of agility and combat prowess, he can also summon the ancient secrets of Ninjutsu – Ninja magic.

His mission is to wreck the plans of evil saboteurs. Their twisted scheme involves the destruction of a NASA space shuttle. So how does he do it? In an ancient ceremony, he dons his white costume. The time for stealth is over, only brutal force will win the day this time.

Shadow Dancer is a sequel (of sorts) to the '80s arcade smash hit *Shinobi*. The original *Shinobi* involved a lot of platform jumping, shuriken throwing and Ninja magic performing stunts. So how different is the sequel?

Well, er, not very different at all, really. In fact the only real difference gameplay-wise is the addition of your trusty Ninja dog, Butch. Actually Butch is a bit of a poor name for a Ninja dog... how about Fido? Yup Fido the Ninja dog.

Fido and his master are guided through vertically and horizontally-scrolling screens quite uncannily, in fact, like those found in *Shinobi*. You can throw an unlimited number of shuriken (that's throwing stars to you, matey). Your Ninja dude can also perform average to incredibly high jumps. The super jumps access higher platforms on the screen.

Little jumps are used to avoid enemy projectiles or scale small obstacles. Your incredible array of skills also includes the ability to unleash a blast of smartbombesque Ninja magic.

But what about the dog? Why is he there? To kill baddies, that's why! Well, *he* doesn't actually kill them, he just keeps them occupied while you get into a good position to drop them with a well-placed shuriken.

The dog is activated by pulling down and pressing Fire. It can be useful for dispatching bad guys who lie in wait in a place where you'd have to risk life and limb to reach them.

SHADOW DAN

US GOLD ■ £11.99 cass, £15.99 disk



● The second end of level baddie is fairly hard. Well it's actually a train and as trains go, it's a hard train. It spits fire and rolls over clumsy Ninjas.





● In the deep, dark underground caverns and the guy with the killer frisbee is after your blood. Jump on his blimmin' head.

One of the nice features of the game is the variety of end-of-level baddies you encounter. The first is a huge samurai with a bad attitude, but later denizens include Ninja girlies and even a homicidal train.

After defeating the baddies, you go on to a rather interesting bonus round. This sees you at the foot of the screen, hurling shuriken at the enemy Ninjas who leap from the top of a skyscraper.

If you kill them all without letting a single one past, you receive a free bonus life. This is a lot harder than it sounds.

So how does *Shadow Dancer* rate? Well, the first thing you'll notice is the graphics. They are programmed in 16-colour mode and very impressive they are too. The sprites are sharp and detailed, the backgrounds colourful and well designed. The animation, while smooth, isn't particularly realistic. The dog when he attacks looks like... well, let's just say he doesn't look like he's attacking, more as if he's developed a strong affection for your leg, just like Auntie Mabel's randy labrador.

The scrolling is very impressive, especially for the very colourful mode 0. The screen scrolls in four directions and covers, depending on the level, a very large area.

The music on the title screen is very nice, a thumping Oriental track. The in-game spot effects are a little weak, though. Luckily, this doesn't spoil the action at all.

Shadow Dancer is one of the biggest, most playable arcade licenses to date and US Gold deserves a big pat on the back for this one.



Frank

SECOND OPINION

US Gold has done a terrific job of converting the arcade original onto the Amstrad. The graphics especially are great. A great conversion of a great beat-em-up. **Rod Lawton**

How to be a proper Ninja (and not a soft girlie one)

Proper Ninja Warriors are rock hard. They don't cry when they stub their toes and they don't shout for their mummy when it's dark. They don't wear frocks or make-up and they don't like stupid girlie pop stars like Danni Minogue or the New Kids on the Block.

Proper Ninjas like fighting tigers with their bare hands and eating nails and screws. Scaling walls is the simplest of tasks for these guys. A really hard Ninja could climb the Empire State Building using two fingernails and a bit of hairy string.

Girlie Ninjas defend just causes, like kidnapped princesses and colour-blind orphans. If you want to be a proper hard Ninja, you can blimmin' well forget all that. Dangerous international millionaire playboy Ninja, like what we are here at AA towers, only do it (Ninja stuff) for money, or Scampi Fries.

The Ninja in *Shadow Dancer* wears a white costume. Well that's just stupid, everyone would see him coming a mile off and phone the police or something. Hard Ninja blokes wear big flares and rave T-shirts. This confuses the enemy and allows you to hide a tank and a helicopter in your pants.

So there you have it, the complete guide to being a proper Ninja, oh and there's some stuff about martial arts as well.





● Baddies close in from every angle, no magic left and your dog is ignoring you. You could be in deeper water than you think.

NCER





● Standing above a lava flow with your trusty dog. If you jump, he will follow, but sometimes he does get a bit lost...



● Ki-yaaaa! Shadow Dancer lets off a whopping great burst of Ninja Magic and takes out everything within the blast zone.

FIRST DAY TARGET SCORE

Beat the first level guardian.

SHADOW QANCER VERDICT

GRAPHICS............ 89%
Beautiful sprites and wonderful backgrounds really make this one stand out from the crowd.

SONICS................ 69%
Excellent title music marred slightly by the poor in-game spot effects.

GRAB FACTOR....... 90%
Brilliantly addictive right from the start, it's hard to put down.

STAYING POWER... 88%
Huge, difficult and challenging. Even when you do complete it you'll go back for more.

RATING 90%

A brilliant conversion of a lush coin-op, with the most distinctive graphical style around.



● Everyone in the *AA* office hates this one. Two giant balloons and one large one – you need fast reflexes, perfect judgement, a cool head and a lot of luck. And 600 lives instead of 6 would be good.

CONSOLE STUNNER

PANG

OCEAN ■ £24.99
Cartridge

Oh no, it's the attack of the killer balloons! Get this. The Earth is being attacked by large, bouncy balls. The only thing standing between civilisation and domination by hordes of quivering gasbags (no, not the SDP) is... YOU.

Pang is a conversion of a smash arcade game. Fans of the arcade are just going to love the Amstrad console version to death. The screen layouts, puzzles and playability are identical – this conversion is beautifully faithful to the original.

There isn't really a plot to *Pang*, as such. All you really need to know is that at any second you're going to be attacked by one, two, three or more giant balloons. If you get hit by one you lose a life – but you do have a defence. You can fire a harpoon at these gaseous invaders, which splits them into two. OK, so you've now got twice as many balloons to dodge, but that's life. Hit these new (smaller) balloons with your harpoon, and they each break into two more... only the tiniest sub-balloons can finally be blasted into oblivion.

Inside each giant balloon there can be as many as eight tiny balloons trying to get out. If you want to stay alive, you should tackle the gasbags carefully, keeping the number on the screen to a minimum. Don't take too long over it, though, because you've a time limit for each level...

...And there are plenty of levels to get through. You start off with a map of the world and the option of starting your quest at any one of several famous locations. Wherever you choose to start, there are three screens to get through before you fly (not in a balloon, though) to the next location.

The screens start off easy enough, but that soon changes. Blocks start appearing on-screen, making it difficult to judge how the balloons will bounce. Some of the blocks can be shot away too (usually unintentionally!), further adding to the chaos.

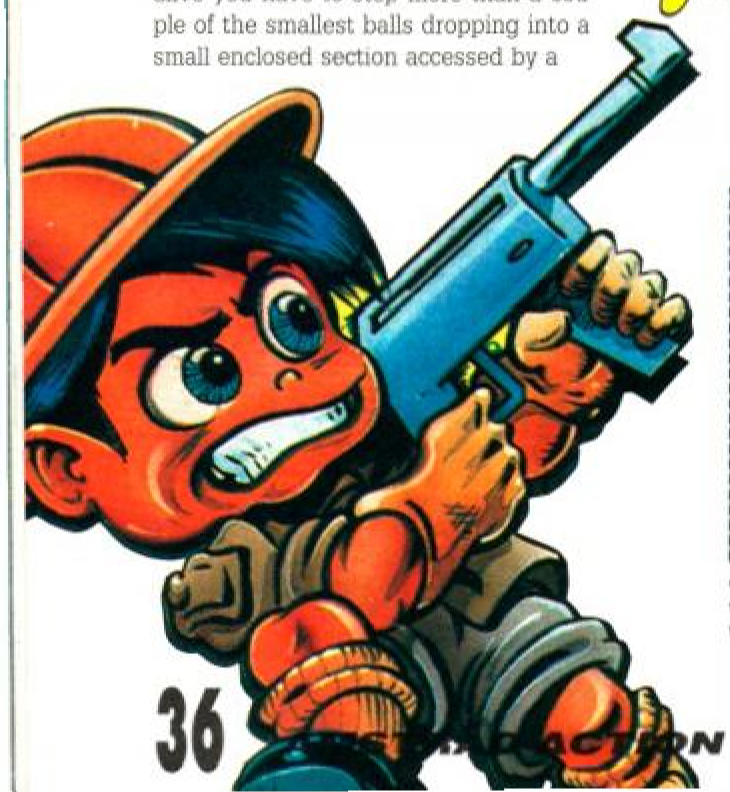
You soon realise that *Pang* isn't just a test of reflexes and strategy, but a tough little puzzle game too. For example there is one screen where as well as simply staying alive you have to stop more than a couple of the smallest balls dropping into a small enclosed section accessed by a ladder. With more than two in there, you simply can't find a gap to get in there and wipe them out...



Life is certainly tough as a professional balloon-bagger, but you do have some help. If a crab appears from nowhere and goes scuttling across the screen, snapping its claws, don't worry. His claws are good at bursting balloons. If you walk into him you'll kill him, so leave him to it. You'll also encounter a large whelk now and again. He's not so good. Walk into him and you lose the ability to fire your harpoon for precious seconds. (If you walk into the crab, he turns into a whelk, by the way.)



You can also collect weapons falling from punctured balloons. Your standard firearm is a harpoon (which looks like a giant corkscrew in use) but you can upgrade to a double harpoon, power-harpoon (stays on-screen for several seconds), vulcan missile (doesn't destroy blocks), dynamite (blows all the balloons into their smallest size), clock (stops the balloons for a few moments) and hourglass (slows the balloons).





● Eek – you're in Moscow, and having to tackle a load of troublesome blocks as well as those pneumatic nasties.


● This screen's a bit of a horror. The secret is to blast away those pink blocks, giving yourself more firing space.



SECOND OPINION
"Bursting balloons is a strange idea to base a game on... but it works! Ocean has produced a superbly playable bash, making good use of the console's features"
Adam Waring



The thing is, these power-ups don't always give you want you want. For example, if you're right at the start of a tricky screen with loads of giant balloons, you don't really want to go blowing them all up into thousands (well, it seems like it) of little ones by picking up the dynamite.

To avoid picking up weapons you don't want you have to not walk into them. That's right, there's no jumping in this game (though there are ladders and platforms). So avoiding weapons you don't want can restrict your movements severely. Fortunately, if you don't pick them up the weapons symbols first of all flash and then disappear from the screen.

Possibly the best (or worst!) thing about the whole game is the two-player mode. This is a genuine simultaneous two-player option, and you and your pal (but for how long?) play co-operatively to try to clear the screens of balloons.

"...simple, addictive, maddening, and more fun than could possibly be good for you"

However, although you've got twice the firepower, two brains don't always think as one. Basically, you can forget the strategy! And if just one player dies, the two of you have to start the screen all over again. Oh, frustration! Master the art of working as a team, though, and the two-player mode may help you get further through the game than ever you could on your own. With a total of 17 locations around the world, and three screens at each, there's a lot of balloon-popping to be done before your quest is over.

Pang's graphics are quite superb. The intro sequence looks as if it's straight off a 16-bit machine, and although the backgrounds to each location are done in mode 0 and are a bit blocky, the balloons, screen detail and sprites have obviously been put together using the enhanced cartridge hardware. 16-bit quality? On the whole, not quite. But it is nearer 16-bit than 8-bit.

The sound, too, is quite superb. The soundtrack is excellent and suits the cute nature of the graphics perfectly. Sound effects are minimal, but equally well done.

Ocean has now produced some really excellent cartridge product. *Pang* is simple, addictive, maddening, and more fun than could possibly be good for you. It's also startlingly well done.



Rod

FIRST DAY TARGET SCORE

Get to Moscow

PANG VERDICT

GRAPHICS............ 90%
The graphics are a bit blocky, but the sprites are superb.

SONICS................ 95%
Excellent soundtrrack and very good in-game fx give the game an arcade feel.

GRAB FACTOR....... 92%
You'll soon grasp the gameplay, and it'll surely grasp you!

STAYING POWER... 90%
Loads of locations, loads of puzzles and loads of difficulty.

RATING 93%

Pang is excellent! A superb conversion of a superb arcade game.



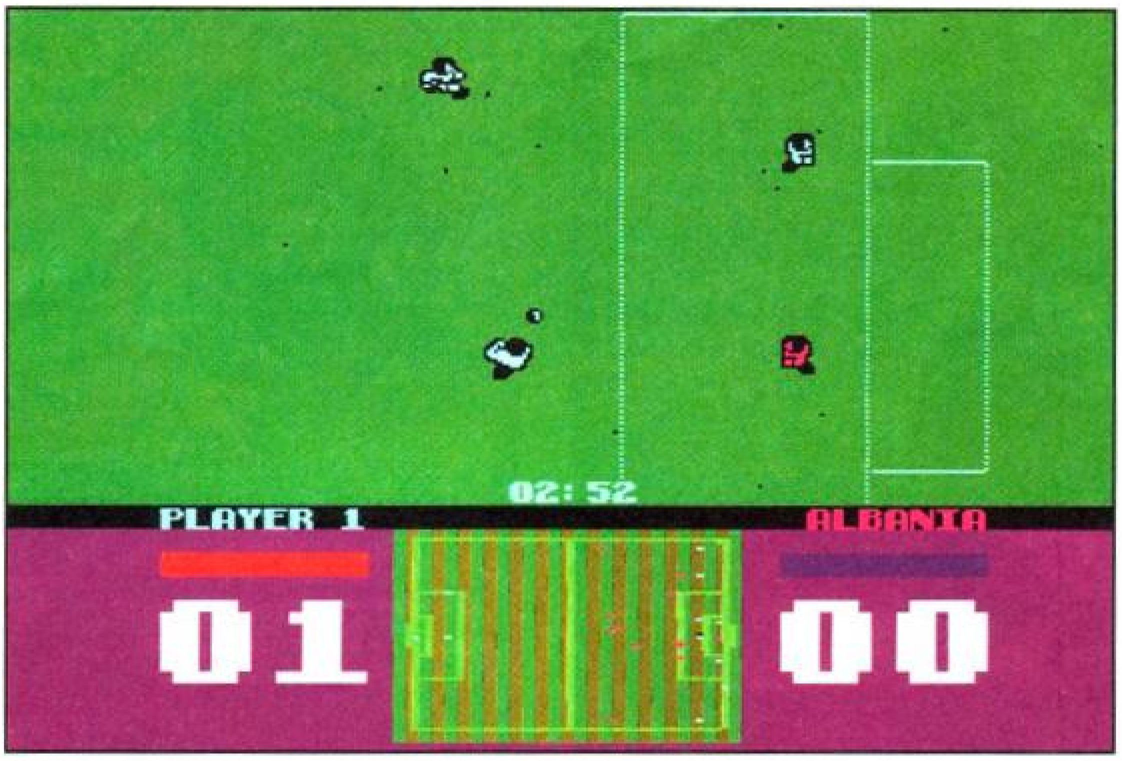
● How to blow away those ghastly gasbags... 1: The giant balloons make easy targets. 2: But hit them with your harpoon, and you get two smaller ones. 3: Hit the smaller ones and you get two smaller ones again. 4: Yup, you guessed it, there's tiddlier ones still. And they're all just as fatal if they hit you! Indiscrimate blasting is not recommended...



● The sun's going down over Mt Fuji. But you don't have time to admire the scenery – there's balloons to be wasted!



● That crab's your pal. Leave him to his own devices and he'll pop balloons until the cows come home (except there aren't any cows).



● *Gazza II* doesn't have much graphic finesse, but it's fast and very, very playable. As usual, the player nearest the ball gets highlighted – he's the one you now control. Dribbling is a doddle, and makes for brilliant pitch-length charges. The scanner display is excellent.

GAZZA II



EMPIRE ■ £10.99 cass, £14.99 disk

At the beginning of the year Empire released *Gazza II* on the console. Now tape and disk users have the chance to play the *Stunner*-awarded game – but will these versions stand up without the benefit of the console's enhanced hardware?

In fact the gameplay is identical. Uncomplicated by rules such as offsides and fouls, it's a bog standard footie game on the simplest level. The player nearest the ball is under your joystick control, while the other team members run alongside for moral support. You can run along in eight directions, so everything is very 'diagonal'. This limits the placing of the ball somewhat. This is particularly irksome in kick-offs, corners and throw-ins.

Booting the ball can be done at a variety of strengths. The longer Fire is held before releasing, the better you blast it.This system works well, and passing the ball between players is accurate and makes the game immensely playable.

SECOND OPINION
"Gazza II is a brilliant game in its own right, but not strictly speaking a true footie sim. And there are far too many niggling bugs."
Frank O'Connor

One or two can partake in a match. Options allow a variety of control methods, so comfortable two-player arrangements can be found. The match length may also be varied from two to ninety minutes.

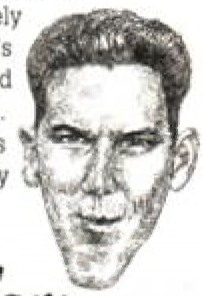
In a one-player game the computer's skill level is selected by the team it plays. Albania is the weakest, Brazil the strongest. The computer plays well, the skill level affecting the speed of its players. It does make mistakes, however, occasionally booting the ball out of play. It's refreshing not to have an infallible opponent – a fault with many a game in the same genre.

The scanner at the foot of the screen adds hugely to the game. This radar-like device shows the relative positions of all 22 players, and is a huge aid in passing to your team mates.

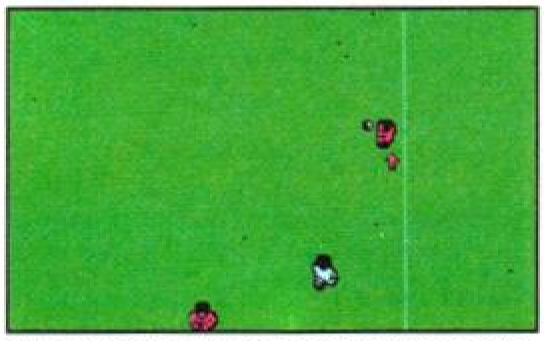
As ever, the best fun is had when there are two players. The team strips are well chosen – there's no danger of a confusion. There is annoying bug where the teams swap colours at half time though.

The obvious difference between this and the console version is the look of the game. The sprites, though well drawn, are not as detailed. The pitch looks drab – it did on cartridge too – but scrolls around smoothly and quickly.

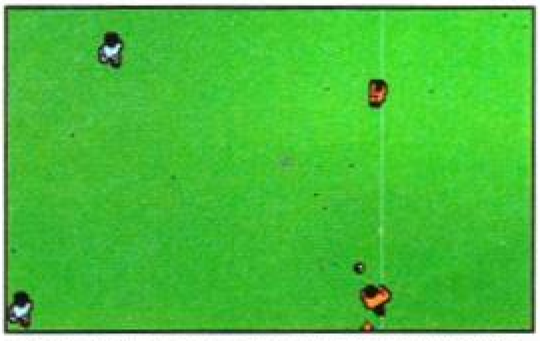
Gazza II can't really be described as a soccer sim. It's only loosely based on our national sport. It's flawed in many respects and has some annoying quirks. Despite these niggles, it's nevertheless a brilliantly playable game.



Adam



● The force of your kick is governed by how long you keep your Fire button depressed. Simple and neat.



● Ball control is good enough to allow you to pass to your teammates pretty reliably – with practice.

FIRST DAY TARGET SCORE
Thrash Frank five – nil!

GAZZA II VERDICT

GRAPHICS............ 78%
Not bad sprites considering their size, but what a dull pitch!

SONICS................ 80%
Great soundtrack – sounds like something from *Match of the Day*.

GRAB FACTOR....... 81%
Couldn't be easier to pick up, but it's a different story putting it down...

STAYING POWER... 78%
You won't play every day, but great to play every now and again.

RATING 77%
A brilliantly playable game that suffers from a few too many quirks.

BUDGET BONANZA

This month we take you through a selection of some of the latest budget releases. And do you know what? It's going to be a regular feature from now on! This month's crop of games contains a plethora of re-releases. That's budgets for you. But there are still a couple of newies out there all the same...

3D PINBALL Mastertronic ■ £2.99

OK then, Pinball Wizards. Put on your platform heels and your "Tommy" soundtrack. The lure of the silver ball appears on the Amstrad once again. The clash of steel on steel, the frantic clicking of flippers and the bells and whistles. You can almost smell the popcorn and the hotdogs.



Mostly decent, but at times badly flawed Pinball game.

67% VERDICT

Gameplay

3D Pinball has little more to offer than any conventional Pinball game, and is actually very dodgy on quite a few points. The ball motion is OK for most of the time, but can get a little odd now and then. The flippers are far too far apart and the ball is lost frequently, with you the player entirely blameless.

You cannot pull the spring back in degrees, you simply press Fire and the ball is launched with the same strength every time. This detracts heavily from the playability and seems a rather startling oversight.

Graphics & Sound

The screen is viewed at an angle (it makes the table look much the way it would to a six-year-old child or a pygmy). This viewpoint is supposed to make things much more realistic, but the fact is, most players view the table from almost directly above. Still, the scaling of the ball as it gets further away is quite well done. The graphics themselves are adequate, the sound unimpressive – just spot fx throughout.

Popeye 2

Alternative ■ £2.99

Ack-ack-ack-ack! Popeye is having a very bad day – his rather skinny girfriend Olive Oyl has been kidnapped by Brutus, the brutish, black-hearted beast!



Good fun but possibly just too difficult.

76% VERDICT

Gameplay

Popeye has to make his way through several scrolling platform-filled screens. Collect Wimpy's hamburgers, defuse bombs and tackle hazards galore.

Graphics & Sound

The graphics are very good indeed. Huge colourful sprites and bright, attractive backgrounds all help the look of the game. The opening music is a lush rendition of the Popeye anthem. Spot effects are sparse but effective.

YES PRIME MINISTER

Mastertronic ■ £2.99



Well implemented strategy/adventure/RPG sort of thing, marred by dull plot.

71% VERDICT

A week they say, is a long time in politics. That week could be extremely fraught if you happen to be Jim Hacker, the Prime Minister in the BBC TV series. This game is based on Jim Hacker's incompetent antics, allowing you through role playing to be the Prime Minister for a week.

Gameplay

The action is a hotch-potch of strategy and icon-driven graphical adventure. You will be faced at intervals with a varied assortment of challenges.

The challenges are all political in nature, most coming in the form of conversations with a selection of parliamentary figures. You are given a multiple-choice selection of answers, some of which may look very obviously right, but you may be proved wrong.

You tend to stay within the confines of your office, awaiting phone calls and checking your ratings in the polls. When you do move to another location, the graphics vanish and a text-only format ensues.

The main problem with play though, is the subject matter. At times it really can be deathly dull. Strictly for fans only.

Graphics & Sound

The graphics are nice, especially the digitised photos of the various characters. No sound, apart from a couple of 'blips' here and there.

JOCKY WILSON'S COMPENDIUM OF DARTS

Zeppelin ■ £2.99

It's Jocky at the 'Ockey, 14 pints... what an athlete! Everyone's favourite dynamic sporting superstar finally makes it on to the Amstrad. That paragon of agility, suppleness, gymnastic ability and beer-drinking, Guru Jocky "Slim" Wilson!

Gameplay

The object of darts is to hurl little arrows at a bristly circle. The difficult part is keeping down the copious quantities of bitter and whisky that you have consumed, while trying to light your fag and put a flight on a dart at the same time.

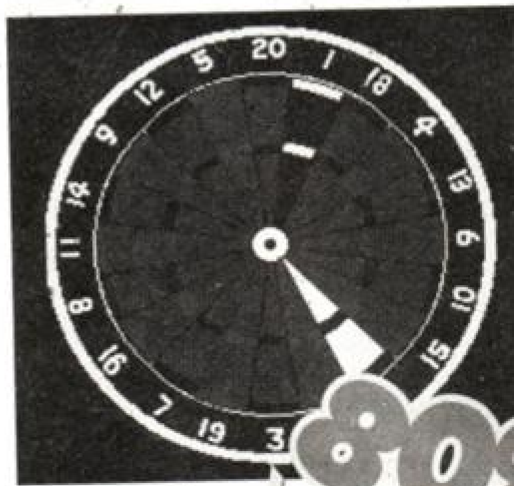
Swaying gently in front of you is your monstrous volcanic gut. Simply break wind to steady yourself and hurl the first dart.

The 'compendium' features six variations on the game, each involving a different scoring objective. The darts you throw can be controlled before flight, lining it up with the section of the board you want to hit. This is tricky as your beer-heavy arms sway in a most alarming manner.

There is enough variety to keep you happy for ages. Excellent value and a great laugh, especially in two-player mode.

Graphics & Sound

The graphics are humorous and full of character for a decent overall effect. A brief title jingle makes way for some not bad in-game spot-effects.



80% VERDICT

It's great fun and quite nice looking too. Mind you, wouldn't it be easier to play the real thing?

CONTINENTAL CIRCUS

Mastertronic ■ £2.99

Called *3D Continental Circus* in the arcades, the Amstrad version loses the spectroscopic 3D gimmick that made the coin-op so popular. The game itself is a bog standard racing game, viewed from behind, Pole-Position fashion.

Continental Circus, you ask? What in the name of blimmin', flippin' Nora does that mean? Well, the story goes that poor translation replaced the name *Continental Circuit*. Ho ho, how amusing.



Great value, great game... Great Scott! An essential budget purchase.

92% VERDICT

Gameplay

The main difference between this and other racing games is the use of pit-stops. It's up to you to decide when you need to go in and change your oil and tyres.

Can you spare the time, or do you think your car can hold out for another lap? This can get quite frustrating – you'll find that as soon as you pull out of a pit-stop, you crash into another racer...

There are eight different tracks to race on, each one in a different country. The ultimate objective is to earn the right to race at Formula One level, the ultimate accolade for any race driver.

Graphics & Sound

Slick graphics and cool music really make this one stand out. The illusion of speed is excellent. The hills and dips rolling past in a really convincing fashion. Excellent!

GRYZOR

Hit Squad ■ £2.99

Lance Gryzor, he flies, he spies, he death defies. He is so rock hard and dangerous, that when the Earth is invaded by slimy space fiends, he takes it upon himself to kill them all!

The aliens have picked the most inaccessible jungle territory in which to build their vile lair. Lance has to yomp through several sections of monster infested rain forest before the final confrontation with the big nasty.

Gameplay

Fortunately for Lance, his own people will at regular intervals send in pods containing extra weapons and armour. These include wide shots, laser and extremely rapid fire. You'll need em' too, for at the end of each level you have to make your way through a network of 3D tunnels, packed with grenade lobbing soldiers.

Lance is a fairly athletic sort of chap and can somersault all over the place. As well as the violent shooty action, there are plenty of platform puzzles and these give the game its edge.



At this price, Gryzor is too good to miss. Brilliant platform shoot-em-up marred by poor scrolling.

83% VERDICT

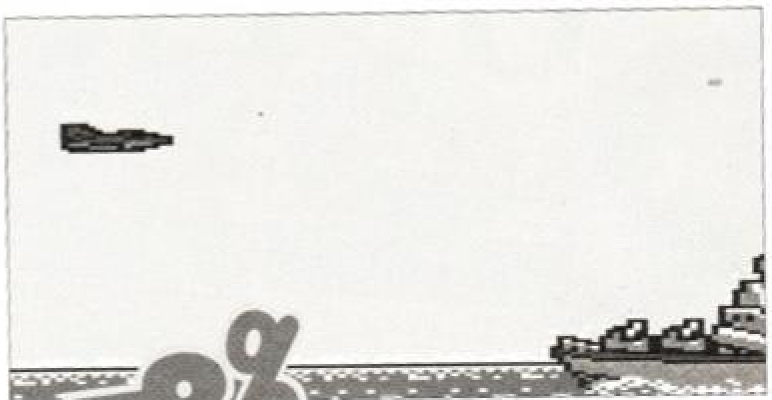
Sound & Graphics

The graphics are quite gloriously colourful, the spot effects effective and the game reeks of quality, but it does have one very dreadful flaw...

...scrolling...it's supposed to, but it doesn't. You reach the end of a screen and another quarter screen flicks on. It sounds confusing and it is. You are more often than not killed by something you didn't know was there.

F1 TORNADO

Zeppelin ■ £2.99



Vooosh! Rat-a-tat-a-tat! Screaming through the skies in an incredible piece of aerial weaponry... the F1 Tornado. Bandits at three o'clock. Line them up in your sights and let loose a barrage of hot lead and high tech missiles.

Gameplay

The title screen proclaims this game to be a simulator, but once it's loaded you are presented with a small window of horizontally scrolling shoot-em-up antics. The only concession to simulation is a poor representation of a cockpit display.

The game looks and plays very much like the Capcom coin-op *UN Squadron*, i.e. bog standard scrolling shoot-em up. This doesn't mean it's bad, however, in fact quite the opposite.

Aircraft appear in droves, swooping and diving at you as they release their deadly payload of missiles. The attack waves are quite impressive – difficult enough to keep you on your toes, but possible to avoid. Extra weapons can be picked up – these include double firepower, speed-up and reverse fire. The options are cycled through on the cockpit display.

78% VERDICT **Decent rendition of a much tried formula and very good value.**

Graphics & Sound

The graphics are nice. Sprites are fast, colourful and well-animated. The scrolling, too, is OK. Sound? Not much to speak of, but the spot effects do the business.

R-TYPE *Hit squad ■ £2.99*



72% VERDICT **Great, but for Speccy graphics**

Repackaged, repriced and re-released Amstrad version of one of the all time coin-op greats. *R-Type* in the arcades was a storming success and quite rightly so.

The Amstrad version was unfortunately a Spectrum port, relief then that the Spectrum version was an absolute classic. The CPC version has all the features present in the arcade version.

Gameplay

The plot is minimal, something about twisted alien space demons and the Bydo Empire. The action doesn't really rely much on plot anyway, the objective being to fly right through a scrolling alien landscape, killing everything.

The horizontal scrolling works well enough. All of the extra weapons are there and the end-of-level baddies can be just as nasty as their arcade parents.

Some of the extra weapons are very juicy indeed, the ripple and reflective lasers being particularly impressive.

Graphics & Sound

Decent, detailed but unavoidably Spectrumesque graphics. They move well enough, however. The spot effects are nice, and complement the action.

● **Won't work on Plus machines.**

ARKANOID - Revenge of Doh

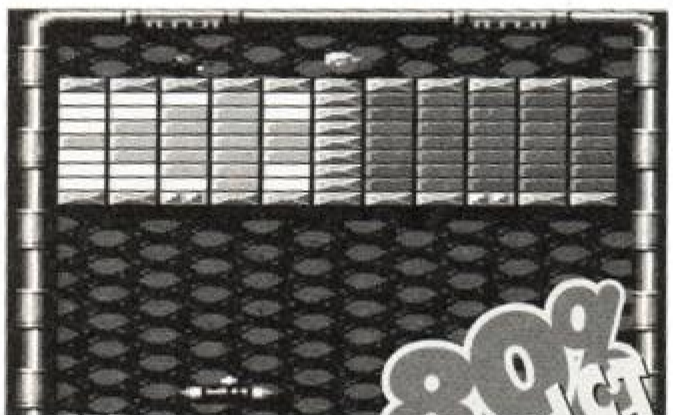
Hit squad ■ £2.99

Arkanoid is remarkable in at least one respect – it has the most ridiculous excuse for a plot you ever heard! Something about space fiends and starship invasions and who knows what...

Gameplay

You control a small bat at the bottom of the screen. Facing you is a large wall of bricks. The object of the game is simple; bounce a ball around the screen, destroying any bricks in its path.

If the ball gets past your bat then you're history! Some of the bricks contain add-on goodies, including warps to the next level, bat extensions and multiple balls.



80% VERDICT **The concept is so simple it would have been difficult to mess it up. Good fun and good value.**

Floating merrily around the screen are lots of little space critters. These aren't particularly dangerous to you, but if they hit the ball they can cause it to bounce off at a very awkward angle.

Once you have got close to clearing a screen of the offending bricks, things start to get a little more difficult. The bricks get more and more isolated and you will have great trouble finding the right angles to bounce the ball at.

Graphics & Sound

Graphics are smooth, fast and colourful. The lack of variety between screens is a little disappointing, but the sound is atmospheric and just a bit spooky...

Balrog



The Balrog arises from his hide-out pondering the answer to the oft-asked question 'Who killed Laura Palmer?' as well as bringing all the usual adventure news and reviews...

Yarkon Blues

£2 cassette, £4 disk • Joan Pancott, WoW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS.

'A long time ago (tea-time last Wednesday to be precise!) in a galaxy far, far away...'

Thus opens *Yarkon Blues*, the latest game from Joan Pancott HPilg's WoW Software and the first for new author Jason Davis. The Balg saw this game first many months ago when Jason sent it in to be reviewed but it really wasn't up to standard – it hadn't been playtested and it showed! Since then Jason has, with the help of Lorna Patterson, polished this dull rock of a game into a little gem.

You play the part of Rik McQuick, hero and all round good guy, who is relaxing on his cargo ship, Odour Eater II sampling the ship's cargo (Altarian Old McSpewans Spirit) when a stray empty can, thrown by Rik, hits the autopilot and the ship veers towards a small blue-yellow planet (called Yarkon). Next thing poor Rik knows, the planet's old missile defence system,

"...you must somehow escape from the planet Yarkon. No problem for someone who is such a hero..."

which has been dormant for years, launches against Odour Eater II and our fearless hero.

Luckily, Rik, not being that fearless, jumps into an escape pod and lands on the planet, soon to be followed by the smouldering wreckage of his ship crashing through the sky. As courageous, intelligent and mega-handsome (and not very modest!) Rik, you must somehow escape from the planet Yarkon. No problem for someone who is such a hero...

Enough of the scenario – what's the game like? 'Good' is the answer. 60 locations in size, it has strong (and sometimes quite difficult) puzzles. *Yarkon* is also ruthlessly filled with red herrings – one in particular threw the Balg. During the game I came across a fish which was described as a red herring, however, thinking I knew the game's quirky humour I spent ages trying to find a use for the fish only later to find that it was indeed a red herring!

Yarkon Blues is a *GAC*ed game with average graphics and oodles of humour. The strong atmosphere and puzzles make the game – the Balg hopes to see Rik McQuick again and looks forward to seeing *Smirking Horror* and *2001: A Space Oddity* – Jason Davis' next two games. Well worth buying.

ATMOSPHERE	**66%**
INTERACTION	**64%**
CHALLENGE	**60%**
OVERALL	**69%**

News...News...News...News...News...News...

Adventurers Club to close

Sad news for all adventurers – Henry Mueller's veteran Adventurers Club is to be wound up. The news only came in at the last moment, so I'll have to bring you all the details next time.

Recreation Re-creation's new releases

Mentioned last month, Recreation Re-creation is the name of a new company created by Mark Eltringham to market some of the many games that are being released at the moment. Mark tells me that he got the name 'Recreation Re-creation' from an some old song he heard playing on the radio! Anyway, Mark has a further four games to add to his growing list, all of them created using *GAC*.

Ichor: According to Mark, this game whisks you away to another world where you have to do something with a donkey and some coffee (?!) Any more, I'm not too sure of! Price is £2 tape, £4 disk.

Key to Paradox: A Charles Sharpe adventure set in another dimension – the Land of Paradox. £2 tape, £4 disk.

Detective & Crown Jewels: A double adventure pack, both games written by Alex Gough. *Detective* has you searching for a traitor before the traitor can destroy your country with a Doomsday Device. *Crown Jewels* has you looking for the three gems missing from the new king's (you) crown. £3 tape, £5 disk.

Mark is planning on personalising each game, so when you order a game from him please mention your first name and your birthday so that he can include them in the game!

Adventure list

Mark Eltringham has now finished compiling his list of every adventure game ever released on the Amstrad. If you are interested, send an SAE and a blank disk to Mark at **39 Gargle Hill, Thorpe St. Andrew, Norwich, Norfolk NRT OXX**. Congratulations, Mark, it will be very useful to many adventurers.

Beginners Guide re-released

Atlas Adventure Software has re-published *A Beginners' Guide to Adventures* (reviewed in *AA65*) following a few (minor) corrections and additional new illustrations. Mandy Rodrigues HBalg has offered Balrog readers 50p off the £3 price – at only £2.50 the book is now even more of a bargain! If you want a copy, send Mandy the coupon below with the money.

Warning!

It has been brought to my attention that some people are copying other people's adventures and then reselling them as Public Domain. Please, please, please make sure if you run a PD Library that the software you have in that library is all PD – otherwise you could get yourself in serious legal trouble!

'Please send me copy/ies of
A Beginners Guide to Adventures
at £2.50 per copy. *
Name: ____________
Address: ____________

Send the coupon to:
***Atlas Adventure Software, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP.**

Fantasy Power

£10 tape, £15 disk • 8 clos des Saules, 1950 Kraainem, Belgium.

'Welcome to a new age in computer science... introducing a new generation of interactive role-playing...'

Hmm... really? A new age in computer science?! *Fantasy Power* is an adventure creator specifically written for creating role-playing games. Written in BASIC by someone called GFP, it has all the statistics you associate with an RPG – status, strength, agility, intelligence, battle skill, looks, armour, level and ZAP points.

The question is – can you write the next *Bard's Tale* using this? Well... not really!

Fantasy Power comes in four sections – The Shop, Monster Compendium, Designer and Fantasy Power itself – taking up both sides of the disk. There are pages of documentation but the Balrog still didn't feel that enough had been included. A walk-through introduction would have helped a lot.

The version I received was pre-production and hence had quite a few spelling and punctuation mistakes which will be removed from the final version. However, the pre-production copy had more serious bugs than just slight spelling mistakes. *Fantasy Power* is very easy to crash, and when playing the demos with four characters there seemed to be a bug that meant that I had a fifth invisible super-character on my side which made fights rather one sided.

Another annoying part of *Fantasy Power* is the amount of disk flipping. Although there is not much actual flipping over of the disk, when the utility wants to access a file from the opposite side it just tries to load it... and then gives the 'File not found' message.

One plus point for the utility is that the author has offered to code special features onto *Fantasy Power* at no extra cost.

Fantasy Power is a prime example of a utility that just has not been tested enough before sending for review – save your money for something else.

BALROG'S POSTBAG

The Balrog's postbag was bulging this month but I'm still hungry for more! If you have any comments concerning adventures, the Balrog column, how you always know somebody who gets their copy of *Amstrad Action* before you (?!) or any suggestions on how to improve the column, write them down and send them to The Balrog at the usual address. Please do not write to the Balrog asking if he knows where to get such-and-such a game. I cannot print these requests and I won't be able to help.

Searching for a Bard

When I first started reading *AA* I saw it said *Bard's Tale* Club. Since then I have seen that and wondered where to get it from. I have been to most computer shops with games but I could not find it. Please tell me where I can purchase it?

Anthony Completely-unrecognisable-surname-that-could-be-'Auagnostopoulos'!

You should be able to get Bard's Tale from the maker, Electronic Arts, at Langley Business Centre, 11-49 Station Road, Langley, Near Slough, Berkshire SL3 8YN. Tel: 0753 49442 Failing that, try 1st Choice Software, Tel: 0706 372728.

Balrog Club?

Balrog, I think you should start a membership club with things like a wallet, key-ring, badges, stickers, membership card, a signed photo of yourself and a newsletter.

The newsletter could come out every three months telling members about new software, help pages, tips and pokes. It should cost in the region of £1-3 or maybe more.

Please, Please, Please think about it.

Ian Blackmore

Are you serious? Next people will be suggesting car stickers with 'Balrogs do it on bridges' inscribed upon it!

The newsletter is a nice idea – but what do you think the Balrog column is for?! Anybody who reads the Balrog column is an automatic member of the 'Balrog club' and can read about the new software, help pages, tips and pokes every month!

PAWs for thought...

Recently I purchased *PAW* from Gilsoft and I am having a little teething trouble with it. Being new to the adventure writing scene, I am having trouble deciphering the two manuals. I would welcome your advice on the subject. Do you think I should persevere with *PAW*, and if so is there anyone out there who is familiar with it who is willing to give me some help or should I swap/sell it and get *ADLAN* instead?

I bought *PAW* mainly because of its ability to recognise nine words in response. How many does *ADLAN* recognise? Is *ADLAN* available on disk for the 464 or will I need to get a ROM board.

D.C. Powell

PAW is a complicated beast but the manuals are a lot more friendly than ADLAN's! I'd persevere – just follow the introduction manual carefully and look at TICKET.SCE and there should (in theory!) be no problems!

If you are still having trouble, Ken Bond HBalg offers help with PAW – call him on (0532) 672278 and I'm sure he'll be happy to help. Chris Hester's magazine Adventure Coder also has a regular PAW column so you might try there as well. The address to write to is: 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HD). Stick with it and good luck!

As to your second point, Bob Adams, who wrote the ADLAN review for AA, informs me that it is as flexible as PAW in recognising input. ADLAN is available on ROM only, though, and to use it you do need a disk drive as well.

The Bards Tale Club – penultimate episode

Over the past year and a half the Balrog has been running a feature for one of the biggest and best games on the Amstrad, *The Bard's Tale*. Now, all the knowledge gleaned from the many people who wrote in has been combined to provide THE complete playing guide.

Thanks to: Keir Ritchie, Will Shakespeare (?!), Adrian Forbes, Stuart Whyte, Steve Fox, Andrew Wright, Adrian Lewis, Simon Avery and everyone else who I've missed out!

Traps

Most traps just cause damage or poison you, but the more dangerous ones can actually cause members of your party to go insane or become possessed. If you character is possessed and you don't have a dispossess spell, kill them – they will be much less trouble. You can then raise them at a later time. If your character goes insane, they will randomly attack anything. Again, try to heal them as soon as possible by using FLRE, FLAN or REST. You should really cast Trap Zap at all chests (especially on lower levels) just in case.

'Special' Effects in Dungeon

As long as you are aware of all the various 'special' effects that can happen to you in a dungeon, you shouldn't (in theory!) get confused by darkness or a teleporter.

Darkness – Extinguishes all lights

Teleporter – Detected by a flash and change of surroundings

Direction Confuser – Twirls you round to a random point on the compass.

Anti-magic – Dispels all spells (such as MACO etc.)

General tips

When you have a wand or some other magic device, continue to use it until the Old Man appears – he is by far the best monster to fight on your side.

- You can use the cursor keys to increase or decrease the speed of a fight – very useful when you've just MIBLed 396 berserkers!
- The dark ring has no purpose at all so ditch

Clue Sniffing with the Balrog

Have you noticed the Cluepot is looking a bit bare again this issue? That's because the Balg is running out of clues! So crank up your clue factories and send your hints and tips to the usual address.

Thanks this month go out to those brave adventurers Chris Daniel (Devon), Christian Aldridge (Essex), Simon "Aragorn" Netherwood (Rastrick), Stuart Whyte (Altrincham) and R Melody (Purley).

Heavy on the Magick

- To pass the fountain in the rook of Hydra west from the Grimoire type "Water, fall". It will lower itself and you can pass.

Ingrid's Back - Part 2

- When in lower warren tell Flopsy to go up and then pull roots.
- Pull brake and push lever when in mill. Tell Flopsy to wait 3 then pull lever. Go down, out and then tie the hook to the troll who is following you.

Island

- To get across chasm: Drop all except lamp, jump north, get rope, jump south.
- To unlock chest: Tie rope to rung, Dx2, get key.
- To get through desert: N, NE, NW, S, SE, NW, NE.

Lords of Chaos

- On scenario three burn the floor to fly out. Fly SW to room with a glowing teleport at each corner.

CONTACTING THE BALG

The Balg is desperate for new contributions to the Cluepot and Just for Laughs sections - to get in contact with him, write to The Balrog, Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, AVON BA1 2AP or balrog@uk.ac.ed.cs.tardis if you have E-mail.

As to the answer to 'Who killed Laura Palmer?' - The Balrog ate her of course!

Redhawk (especially for Chris Morgan)

- Wear the wellies on meeting Fusor.
- Throw the magnet at Techno.
- There are four train stations.

Help!

Simon Avery is flumoxed by a whole dungeon full of games:-

Bored of the Rings Part 3

- How to open box/unlock door and how to cross the fissure.

Never Ending Story

- Where is the small knife?

Warlord

- He is still waiting for the Roman to hit him.

Atalan

- He can't find anything to tie bamboo to make a vault, near end (90%)

Redhawk

Chris Morgan is well and truly stumped (great envelope by the way Chris – liked the art!):-

- How do I find the bomb in the power station?
- What do I do with the book when I have it?
- How do I get out of the sewers?
- How do I get the librarianto tell me something? I ask, he walks, comes back and tells me nothing.

it for the 100 gp you get for them.

- A useful tip is to save the game as frequently as possible and enter dungeons for hit and run attacks to raise experience quickly.

CHEAT MODES

There are two major methods of cheating in *Bard's Tale* without using a poke, although the second is disk only:

1. Create your character with a bard. Don't buy anything, just exit the guild and pool your gold then give it all to character 1. Enter guild and save, then load the merger as instructions. Now load your party into it seven times, renaming characters in parties #2-#7 to #1-#36, then delete those who don't have cash which leaves party 1 and numbers #1, #7, #13 and so on. Create a party with these numbers and pool the gold again. Keep doing this until you have load sagold. Then just save your party and you have six very rich people! Also try pooling the fire horn many times as it is a VERY useful item.
2. Follow the tips below:
   - Back up your disk.
   - Using the backup, rename all the dungeon files $$!& etc to another dungeon file and then save catalogue. You will have to use a disk utility to do this.
   - The filenames have now all been swapped around so that when you enter the Castle you will enter the Tower instead or some other dungeon.

The conclusion to the *Bard's Tale* Club and the full solution will be printed next issue... **AA**

Just for Laughs

Contributions desperately needed for *Just for Laughs*! This month's selection is thanks to Simon "Aragorn" Netherwood from Rastrick.

Arnold Blackwood Games

- Try being foul-mouthed.

Boggit

- Don't give the aliens the Barkenstone in part 3.

Lost Phirious - part 1

- Swear twice.
- Approach robot without wearing fig leaf.

Lurking Horror

- Try showing the hand or the stone to the hacker.

LONE WOLF

AUDIOGENIC ■ £10.99 cass, £14.99 disk

There's this bloke, right, and he's dead hard. He's got a big sword and he comes from a land where vowels have been virtually outlawed. So all the places have names like, Gzarwarr and F'gnitchalon. All the people have names like Gwarnarr and Gstaklarr.

His name is Lone Wolf, star of Joe Dever's role-playing books, and he has the most normal name on the planet. He has mastered the fighting arts and now spends all his weekends in the garage, tinkering with magic and sorcery. Just when he's getting quite good, a very nasty group of evil magicians decide to try and destroy the world again. This time using an evil demon who lives in a mirror.

Lone Wolf discovers that the mirror has been broken into seven fragments. Each fragment has become a smaller part of the demon. These mini-demons must be destroyed. Only Lone Wolf is cool enough to do it. However, all of the seven mini-demons are hidden in their own goon-infested towers.



Lone Wolf has to make his way to the end of each tower and destroy the nasty demon, who is a reflection of Lone Wolf's own dark side and just as skilled in combat as he is.

Lone Wolf, being a typical Barbarian magician, is equipped with a sword and a plethora of magical tricks 'n' tactics. Rippling muscles and fiery magic wont be enough, though – jumping and leaping skills are also called for.

Basically, *Lone Wolf* is a platform arcade adventure with a hint of hack 'n' slash thrown in for good measure. The hero moves from screen to screen, avoiding or destroying the various baddies he encounters. Actually, the baddies don't vary too much. Your main problem are ugly little crows who fly around, knocking you off ladders and platforms.

As you climb,, you will come across various obstacles. These include fire-spitting statues, huge fire-spitting Grim Reapers and little flying shuriken. These will seriously deplete your energy if they happen to strike you and are often difficult to avoid.

An irritating aspect of gameplay is the tediously slow rate of movement. Jerking forward like a particularly lethargic slug, the Lone Wolf sprite is hardly a sight to inspire knee-trembling excitement.

And when climbing ladders, be very careful that the only direction you push is straight up. Even the slightest hint of a diagonal will send you tumbling to the very bottom of the ladder, which could be two or three screens away... very frustrating.

The graphics are very dull, bland platforms anddodgy sprites. The backgrounds are extraordinarily uninteresting. Just the odd bit of brickwork here and there, and little in the way of atmosphere or style.

The fighting sections are reasonable, but again the sluggish animation spoils things. The two fighters look identical in all but colour. This fact is loosely explained in the plot, but the more cynical among you might have other ideas...

The range of moves is quiet extensive, with a variety of sword moves, kicks and punches. The various magical abilities can be called into play at this point, but your opponent can also make use of these. It is most annoying when the dude you are fighting suddenly vanishes, reappearing behind you with a nasty sword move.

SECOND OPINION

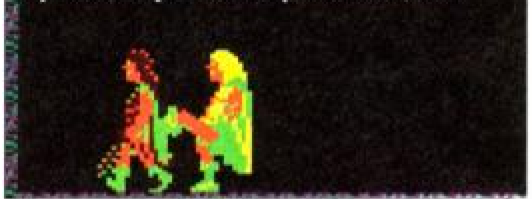
"Lone Wolf is appalling. Horrible, chunky graphics and crushingly dull gameplay make for a truly dire game. Give this one a very wide berth indeed."

Adam Waring

The sound is reasonable, with a nice opening tune and some neat spot effects. This is the game's only saving grace, however, and the action is much too sluggish and repetitive for any lasting interest.

Lone Wolf is a waste of a licence with very few saving graces and little in the way of lasting appeal. Avoid.





● Omygosh!! Lone Wolf gets his ass kicked...literally. His evil reflection gives him a sharp kick in the botty, but with a quick turn you can dispatch the fiend.



● Renowned fantasy writer and polo neck pioneer Joe Dever pictured with his creation.

FIRST DAY TARGET SCORE

Beat the first two guardians

LONE WOLF VERDICT

GRAPHICS............ 51%
Drab sprites, dull backgrounds and slow animation, no real appeal whatsoever.

SONICS................ 70%
Nice spot effects and a decent intro tune, it's a fun *sounding* game...

GRAB FACTOR....... 41%
Oh dear, it's far too slow to garner even a hint of real interest.

STAYING POWER... 40%
Very "samey" gameplay and poor graphics make this ultimately resistable.

RATING 42%

The 'free' book gives this game a little VFM, but not enough to justify the price.



● Lone Wolf scales the sacred ladder of Gzwarnnar. Those statues on the left spit fire and should probably be avoided.



● Incredible warrior king, dark magician and barbarian killer...so why is he crying like a big wet sissy?



EUROPEAN SUPERLEAGUE

CDS ■ £9.99 cass, £14.99 disk

What could be more exciting than kicking a football around on a Saturday afternoon? The thrill of scoring, the elation of winning. What could be more thrilling?

How about managing the finances and training of the club? Hmm. Doesn't sound particularly astounding does it? Thing is, football management games have been an incredible success over the years. Contrary to all the rules of computer gaming, performing tedious administrative chores is a hit!



● Phoning the press can be just as good for team morale as it is for publicity. Careful what you say though... the chairman is listening.



● Trying to sneak out for an early lunch and you get spotted by the receptionist. She relays all you do to the boss.

European Superleague gives you the chance to manage some of the top teams in the sport. These include lush European teams like AC Milan and Barcelona. Thrillsville!

Your tasks include the hiring and firing of players and various other managerial chores. The object of the exercise is to take your team all the way to the top and win the European cup. But in order to do this, you have to beat seven other teams.

SECOND OPINION

"These football management games are completely dull. Still, some people obviously like them, and European Superleague is much better presented than most."

Adam Waring

You keep a diary of all your tasks for the week. If you fail to perform any of these then you could affect the moral of the team. Team moral is just a small problem however, your main worry is the club chairman. Fail to please him and you could be picking up your briefcase for the last time.

The game uses an icon-driven menu system, the main section being your office. From here, you can move the pointer to any part of the office. Choosing the diary on the desk allows you to check forthcoming appointments. The filing cabinet contains accounts information and team formation plans. From here you can decide on strategies for the next match.

The telephone is very useful, you can make or receive calls at any time. The most frequent telephone calls come from the press. They require a comment from the manager. You are given a choice of replies and must choose the one most suitable. Hint: saying the team's poor performance is the Chairman's fault is not a good idea.

You can also contact managers of other teams. When you get through you can offer to sell one of your own players or buy one of theirs. This is a good way to make a quick profit if you get into financial difficulty. Alternatively buying one of their expensive players could be a valuable investment and boost team moral.



● The match has started and things are going badly. PSV Eindhoven have pulled into a one nil lead. Time to change your strategy.

Training teams is also important. Deciding on the best team and play strategies is where your success hinges. If you choose a good team for the next match but a duff strategy then you could be up the creek.

The matches run entirely automatically. Displayed with lovely graphics are the foolish antics of your initially duff team. You cannot actually control the players at this point, you can only sit back and watch, fingers crossed.

The graphics throughout the game are good bordering on excellent. The whole thing has a tremendously polished feel. The control method is responsive and intuitive and is fairly self-explanatory.

The game itself is very large and very complex. The smallest action could lead to horrible consequences. You keep waiting for that summons to the chairman's office and the presentation of your P45.

Sound effects are mostly limited to the odd bleep here and there, but the phone rings in a most convincing manner: it had Adam picking up the receiver on many occasions! (Wassock)

European Superleague is an in-depth game. It'll be a long while before you lead your team to ultimate success but if this is your cup of tea it'll be fun getting there. A very impressive product and a fun game to boot... gooaaal!



Frank

FIRST DAY TARGET SCORE

Win the first match

EUROPEAN SUPERLEAGUE VERDICT

GRAPHICS............ 84%
Brilliantly detailed and well implemented visuals.

SONICS................ 62%
Not much, but the trimphone is completely lush.

GRAB FACTOR....... 74%
The easy control method makes the complex idea workable.

STAYING POWER... 80%
When you get the hang of it it's a big and engrossing challenge.

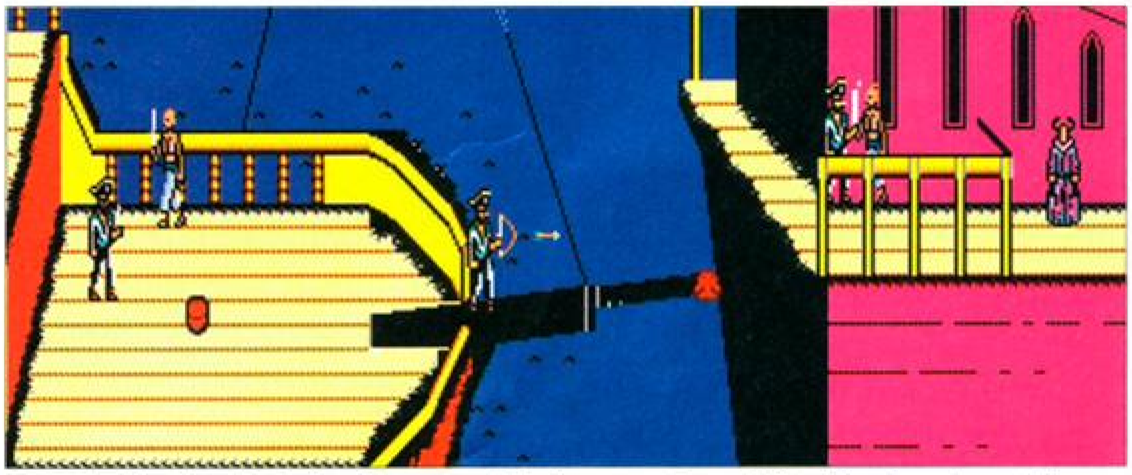
RATING 75%

European Superleague is at the top of the table when it comes to football manegment.



SKULL & CROSSBONES

DOMARK ■ £9.99 cass, £14.99 disk

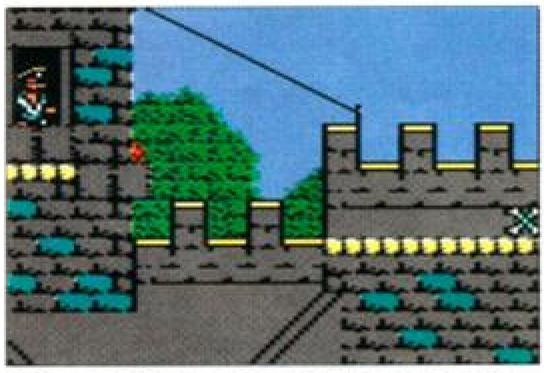


● The tiny first level is designed to get you into the game. Jump off the ship, slay a few soldiers on the way, and you've done it. The other levels start off the same way, but are considerably larger.

Shiver me timbers! Splice the mainbrace! Walk the plank, you dirty dog! *Skull and Crossbones* is a tale of high adventure in the days of cut-throats, buried treasure and parrot droppings.

Domark's game concerns two pirates, One-eye and Red Dog, and their attempts to retrieve their treasure, stolen by an evil sorcerer. (Of course, they lifted the loot in the first place, but they *are* pirates so they're entitled to.)

One or two players can partake in this hack 'n' slash scenario, playing the part of the respective pirates. Unfortunately there's no simultaneous play, so the players have to take it in turns, swapping over when the end of a stage is reached.



● Coo-eee! Yoo-hoo! In here! The sprites are good, and there are some nice routines, but the scrolling and animation is poor.

You have to fight your way through all eight levels before confronting the sneaky sorcerer. Getting there takes you over ships, through harbours, and other such pirate-type places. Bad buccaneers block your every move, though, so you'll need to skewer them through the pancreas to get anywhere.

Slash 'em to ribbons and they drop a golden sovereign which can be collected to accumulate your wealth. Buried treasure can also boost up your bounty, and can be found by digging under 'X's which mark the spot.

That's really what it boils down to; fighting baddies and picking up dosh. Unfortunately both are fairly tedious. Several fighting moves have been implemented, promising much to master. In practice, though, it's far easier to run at your enemy, slash 'im, and scarper before he can get you.

Killing all the baddies in each section is compulsory. It's easy to get past them and outrun them, but you're unable to leave the screen until all have died. What makes this particularly tiresome is that on screens where there are more than one baddie, only one is active at any time.



● That soldier needs to be killed before you're allowed to leave the screen. Those 'X' shaped bones hide some buried bread.

You have to wait patiently, killing them one by one, till you've run your cutlass through the lot. Picking treasure is simply a case of lining yourself up with it precisely and running over it.

Each level is split into subsections which scroll in one direction (you can't go back on yourself). The next section is reached by collecting a red token that only appears when everyone else has been killed.

SECOND OPINION

"Skull and Crossbones seems initially impressive, with colourful graphics and beefy music, but the action is unbelievably dull and interest soon wanes."

Frank O'Connor

The graphics are quite cute. The sprites are well defined and look like pirates, the backgrounds look like ships or buildings. Everything looks fine – till things start moving. The animation is chronic and the scrolling is awful.

The music, which changes for the different scenes, is excellent. It's quite jolly and inspires adventure. There are no sound effects whatsoever, though, but you don't really miss them.

Skull & Crossbones lacks variety. The gameplay is dull, and once you've mastered the fighting technique (i.e. hit and run) it's just a case of patiently waiting for all your adversaries to appear before topping them.

It looks nice at first, but it soon becomes an incredible bore.



Adam

FIRST DAY TARGET SCORE

Reach the fourth level

SKULL & CROSSBONES VERDICT

GRAPHICS **70%**
Nicely drawn but very badly animated sprites.

SONICS **88%**
There are no spot fx, but the in-game music is excellent.

GRAB FACTOR **60%**
Looks nice enough, and is easy enough to master.

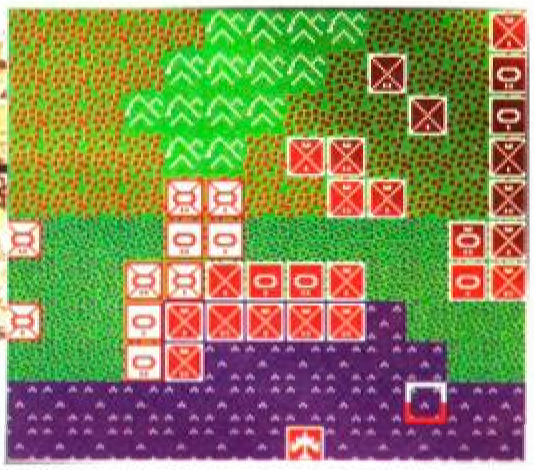
STAYING POWER ... **40%**
After your first couple of goes you won't want to play again.

RATING 48%

Skull and Crossbones is dull. Initial good impressions soon give way to tedium.

General Military Simulator





● The main battlemap, showing Italian and American units duelling near a rather pleasant seaside resort. The Italian units are brown (and have a bombing raid coming in from over the sea).

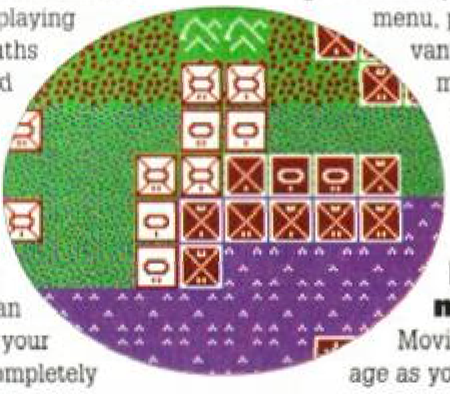
SPM's *General Military Simulator* allows you to create your own wargames. Lt. Col. James Leach straps on his tin helmet and prepares to do battle...

● £14.95 Tape or Disk ● SPM Software, 32a Albert St, Seaham, County Durham, SR7 7LJ

Let's face it, wargames are usually written for love rather than money. Afficionados can immerse themselves in the playing and writing of these for months on end, surfacing only for food and beer, whilst others simply fail to see the attraction.

GMS, from SPM Software (the acronyms are already lending a military feel to proceedings) combines both of these pastimes; you can play the pre-set games to your heart's content or you can completely design your own battles.

The creation program is separate from the pre-set games, but both work off the same menu-driven system. If you wish to play a pre-set, an Italian campaign and a tank war are included. All you do is choose which side you want to be (and you can play the computer or another person).



Two scales of map show you the position of all the forces (no hidden movement here), and to give orders you must access a movement menu, position a cursor over the relevant unit and access a further menu to choose the orders. It's a bit fiddly as the keys have different functions depending on what level of sub-menus you're in.

Battle manoeuvres

Moving all your forces takes an age as you dive in an out of the various menus, but once you've done it you're able to go to your movement phase and see how your troops are faring. Then it's up to the computer or your human opponent to do the same, combat being worked out at the end of his movement phase too.

Battles occur when units are next to each other, and are worked out using Effective Strength equations (modified by quality and morale). It's a fairly simple system which works well.

The military build-up

Undoubtedly the greatest attraction of *GMS* is the creator program. Quite simply, it allows you to set up any battle you choose, from any period in history. You start by designing the terrain, then move onto other aspects such as the icons which designate the units. A character designer is included, so with a minute or two's cursor movements you'll have the little symbol of your choice. Setting the parameters of the units is also fairly simple.

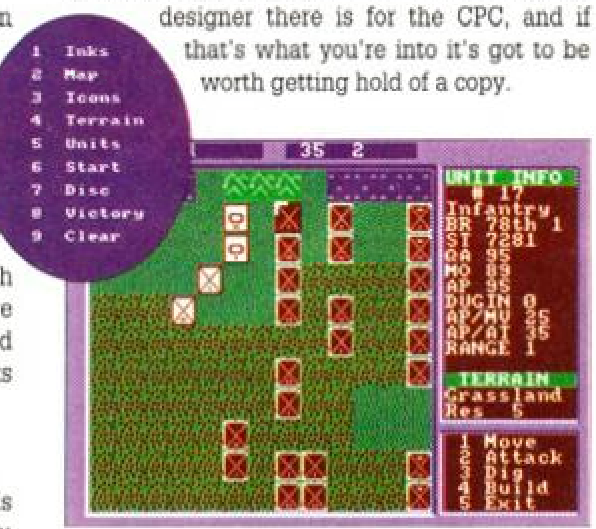
When everything's to your liking, all you have to do is SAVE it all and start to play (with exactly the same rules as the pre-sets). It's advisable to note on paper all the types (and strengths) of the units you've set up because things could get confusing in the heat of battle.

GMS comes with a concise yet comprehensive manual, and gives examples when anything doesn't appear obvious. To set up a battle of any considerable size takes about a hour (if you're fairly quick), and to play it takes about the same time. So this certainly isn't a game for those wanting a quick blast of strategic warfare.

Fighting fit

The graphics are clear, and nicely handled for such a complex game. Where the program falls down is in the finicky menu system it employs. To move your units one by one using these menus is irksome, and detracts from the otherwise quick and smooth operation of the sim. The computer is a pretty boring opponent to play, too. It only has one skill level and seems content to dig in and let you destroy yourself against its fortifications.

But once you get used to these annoyances, you can have a lot of fun with *General Military Simulator*. It's about the only detailed wargame designer there is for the CPC, and if that's what you're into it's got to be worth getting hold of a copy.



● Details of each of your units can be called up by selecting that force with the cursor (during the movement phase).

Order! Order!

The menu system lets you tell your troops to carry out the following four orders:

MOVE
Obvious, this one. Your troops travel in the direction you specify. Terrain and fatigue slows them, but they'll go as far as they can.

ATTACK
Units will engage any adjacent enemy force. Attacking first usually gives a useful bonus as your men seize the initiative.

DIG IN
Your men prepare for a stout defence, using the terrain to its best effect. An example is a tank unit getting into a hull-down position behind a ridge.

BUILD
Allows construction units to build air bases, bridges and other useful structures. It's a back-up order and won't directly affect a battle.

Verdict

Good News
- Battles limited only by your own imagination
- Smooth, fast and with good graphics for a wargame

Bad News
- Fiddly and finicky to use
- The computer plays a cowardly game!

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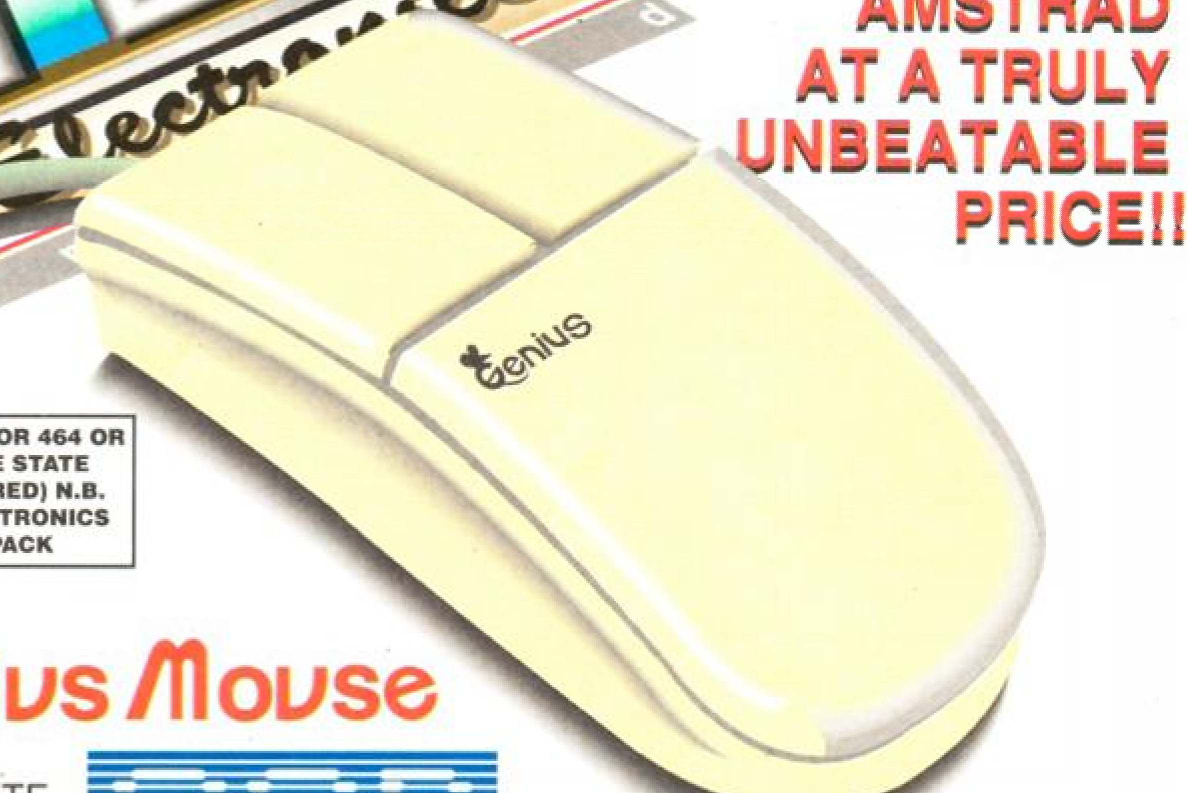
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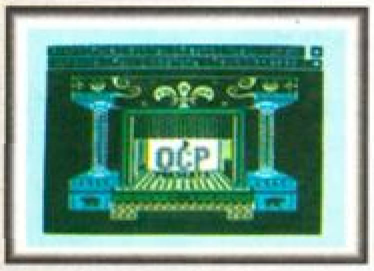
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Cheat Mode

Are you stuck on your favourite game? Could you use some help? This is the place! Every month, AA's champion of cheating, Phil Howard, assembles all the best hints, tips, pokes, maps and solutions sent in by our readers.

Passwords, keypress cheats and maps speak for themselves, but for determined cheaters is also the arcane art of poking...

- **Pokes - these are short programs which alter the game as it's loaded. They are developed by hacking specialists to alter such things as the number of lives you have, amount of energ yetc.**
- **Multiface pokes - these work with Romantic Robot's little black box (Multiface). This gadget lets you do clever things which include 'poking' around in a program to change the number of lives etc. It's similar to ordinary pokes, but much, much easier.**

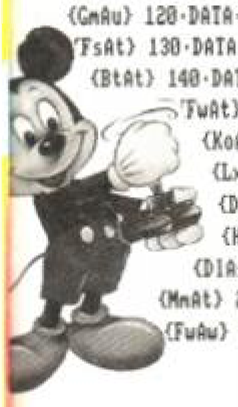
Mickey Mouse



Not a new game, but wonderfully executed for the disk version of Disney's classic game *Mickey Mouse* by Johnny and Kim Olsen (where've you been for the past couple of years?) from Denmark. The Danish guys save your bacon (Ok, I know is predictable!) by providing all the cheats you could possible want, including the Mutiface pokes.

```
{FnAs} 1·'Mickey·Mouse·-·DISC
{DiAx} 2·'Infinite·water·-·&651f,0
{AnBl} 3·'Infinite·lives·in·sub·game·-·&540d,0
{LwBx} 4·'Infinite·keys·-·&7544,0·-·&7545,0·
        -·&754a,0·-·&754b,0
{JoAx} 5·'Infinite·lightning·-·&61a6,0
{MkAs} 6·'By·Johnny·&·Kim·Olsen
{OvAo} 7·'Hovedgaden·47A
{DuAo} 8·'3460·Birkerod
{OxAm} 9·'Denmark
{LiAq} 10·tot=0:addr=&BE80
{GiAm} 20·READ·a$
{IwAv} 30·IF·a$="end"·THEN·GOTO·60
{CrAv} 40·b=VAL("&"+a$):POKE·addr,b
{GqAw} 50·tot=tot+b:addr=addr+1:GOTO·20
{MrBn} 60·IF·tot<>&1E30·THEN·PRINT"DATA·ERROR"
        :END
{OsAx} 70·CLS:INPUT"Input·level·number·1-5·";n
{FoAt} 80·IF·n<1·OR·n>5·THEN·70
{OuAw} 90·MODE·0:POKE·&BECB,n:CALL·&BE8B
{ApAv} 100·DATA·3E,00,32,06,52,32
{FsAs} 110·DATA·07,52,C3,00,50,0E
{GmAu} 120·DATA·07,CD,0F,B9,C5,21
{FsAt} 130·DATA·00,01,11,00,00,0E
{BtAt} 140·DATA·41,CD,3C,C0,C1,CD
{FwAt} 150·DATA·18,B9,3E,00,32,10
{KoAv} 160·DATA·01,32,01,01,21,00
{LxAt} 170·DATA·00,22,02,01,CD,00
{DpAu} 180·DATA·01,3E,C9,32,5E,1E
{HrAu} 190·DATA·CD,00,1E,21,80,BE
{DlAs} 200·DATA·11,1C,46,01,0B,00
{MmAt} 210·DATA·ED,B0,21,1C,46,22
{FwAw} 220·DATA·F7,39,3E,01,32,C2
{OiAs} 230·DATA·39,32,07,7F,3E,00
{JnAt} 240·DATA·32,1F,65,32,0D,54
{JiAu} 250·DATA·32,44,75,32,45,75
{DvAv} 260·DATA·32,4A,75,32,4B,75
{HrAt} 270·DATA·32,A6,61,CD,2C,1F
{OmAq} 280·DATA·C3,61,1E,end
```





Dark Fusion

Here's something new for an old game *Dark Fusion* just re-released on the Gremlin *10 Pack* compilation. If, on the title screen, you type ULTRAGEN, after the last letter you will hear a sound (crshhhggsh – or something similar), you have entered the cheat mode. Then during play pressing 1, 2, or 3 will advance you to different points in the game, pressing 4 at the same time will put your number of lives up to 8.



Lotus Esprit Turbo Challenge

Here's Johnny Girvin, Belfast's best, back with a disk poke for the fine race game *Lotus Esprit Turbo Challenge*. Infinite fuel, starting position, qualifying position, are the things you can expect from this poke. John's motto is EMI LUDI CAEDI which loosely translated means "My Emu has his leg fast in a rampant concrete mixer" (???).

```
{NsAs} 1·'LOTUS·TURBO·CHALLENGE
{LlAv} 2·'Disc·hacks·by·John·Girvin
{CrAn} 3·'April·1991
{FtAj} 4·'
{FuAs} 10·MODE·1:CALL·&BC02
{JtBj} 20·PRINT·"LOTUS·TURBO·HACKS·by·John·
        Girvin"
{DuAl} 30·PRINT
{ExAs} 40·INPUT·"Qualifying·pos";q
{OpAo} 50·INPUT·"Starting·pos";s
{DlAq} 60·addr=&40:RESTORE
{NoAn} 70·READ·byte$
{GoBl} 80·IF·byte$="TURBONUTTER"·THEN·CALL·&40
{JkBl} 90·IF·byte$="qq"·THEN·byte$=HEX$(q)
{MoBj} 100·IF·byte$="ss"·THEN·byte$=HEX$(s)
{CvAt} 110·POKE·addr,VAL("&"+byte$)
{HlAs} 120·addr=addr+1:GOTO·70
{NqAt} 130·'***·LEAVE·140-210·IN·***
{JsAx} 140·DATA·21,68,00,cd,d4,bc,79,32
{FtAu} 150·DATA·67,00,22,65,00,21,00,01
{PrAv} 160·DATA·55,5d,0e,41,df,65,00,21
{IlBi} 170·DATA·6f,00,22,c7,01,21,00,01
{CwAu} 180·DATA·0e,ff,c3,16,bd,00,00,00
{IpAv} 190·DATA·84,a4,48,4c,46,04,5b,3e
{IsAv} 200·DATA·qq,32,61,41,32,7d,41,3e
{LqAv} 210·DATA·ss,32,5c,41,32,78,41
{FrAr} 220·'Infinite·fuel
{BtBi} 230·DATA·af,32,61,3a,3e,d6,32,86
{MuAm} 240·DATA·26
{LpAr} 250·'***·LEAVE·260·IN·***
{JwAv} 260·DATA·c3,80,02,TURBONUTTER,4A
```

AA67 Covertape

It's cover tape time – soon to become a regular feature (send 'em in now!). Graham Smith of Street supplies the cheats for the games on the 67 cover. Graham tells me that Status Quo (remember a couple of months back) are his fave band... Never mind Gray, lots of people have similar problems... well, one or two do anyway!

```
{OiAq} 1·'·AA·67·cover·tape
{HvAq} 2·'·By·Graham·Smith
{KuAu} 3·'·To·use·on·games·saved·to
{OrAu} 4·'·disc·save·poke·to·games
{JxAs} 5·'·disc·and·run·from·there
{FvAj} 6·'
```

```
{PjAv} 10·DEFSTR·a:FOR·j=48768·TO·48851
{HwAw} 20·READ·a:x=VAL("&"+a$):y=y+x
{DvAt} 30·POKE·j,x:NEXT·j:PRINT
{AkAr} 40·IF·y()8673·GOTO·130
{KwAv} 50·FOR·j=1·TO·3:READ·a,b:a(j)=a
{PjAu} 60·b(j)=b:PRINT·j,a:PRINT:NEXT
{PxAu} 70·INPUT"Enter·game·number·",n
{BjAt} 80·IF·n(1·OR·n)3·GOTO·70
{CkAu} 90·POKE·48814,b(n):MODE·1
{BsBi} 100·IF·PEEK(48247)=223·GOTO·120
{GxAv} 110·IF·n=2·THEN·CALL·48797
{GqAt} 120·CALL·48768:RUN·a(n)
{KiAq} 130·PRINT"data·error
{KqBi} 140·DATA·2a,09,00,22,d4,be,21,ab
{JtBi} 150·DATA·be,22,09,00,c9,06,00,11
{KjAw} 160·DATA·11,11,cd,77,bc,eb,cd,83
{GqBj} 170·DATA·bc,cd,7a,bc,c9,cd,8d,be
{MpAx} 180·DATA·cd,8d,be,3e,c3,32,0b,6a
{GjAw} 190·DATA·c3,88,07,f5,af,18,00,3e
{MxBi} 200·DATA·c3,32,0b,6a,18,1c,32,3a
{HjBi} 210·DATA·95,3e,c9,32,18,95,18,12
{IoBi} 220·DATA·32,fe,16,32,c3,1e,32,55
{JxAx} 230·DATA·23,32,e8,25,32,33,29,32
{KuAu} 240·DATA·b6,41,f1,c3,Total,17
{AiAt} 250·DATA·Hydro,0,Dizzy,7
```



Multiface poke for AA Dizzy:

Address	Poke	Effect
953A	00	Inf lives
951A	C9	

Multiface poke for AA Total Recall:

Address	Poke	Effect
13FE	00	Inf energy
2055	00	
2633	00	
3EB6	00	
1BC3	00	Inf. ammo
22E8	00	Inf. time

Multiface poke for AA Hydrofool:

Address	Poke	Effect
7575	C3	No rust

4 Most Horror

The ageing Andy Price (it was his birthday last week), has put together another great compilation of pokes. This time for for Alternative's *4 Most Horror* tape package. No. 1 of the fearsome foursome is for *Neil Android*, who receives infinite lives.

```
{DtAp} 1·'·Neil·Android
{IpAo} 2·'·4·Most·Horror
{GxAr} 3·'·by·ANDY·PRICE
{FtAj} 4·'
{EkAu} 10·MODE·1:BORDER·0:INK·0,0
{CkAt} 20·OPENOUT"Phil":MEMORY·&5FF
{LuBi} 30·CLOSEOUT:LOAD"!s0.bin",&8000
{ApAr} 40·CLS:CALL·&802B
{CjAp} 50·LOAD"!s1.bin",&600
{IuAu} 60·INK·1,0:INK·2,0:INK·3,0
{IvAk} 70·CLS
{EkAr} 80·LOAD"!s2.bin",&C000
{HuAv} 90·POKE·&5567,0:CALL·&30E9
```

Multiface poke for Neil Android:
Address 5567 **Poke** 00

The second on Andy (and Alternative's) hit list is for *Mr Weems and the She Vampires*. It allows you to wander at will among the ghosts without losing that vital energy.

```
{FrAo} 1·'·She·Vampires
{IpAo} 2·'·4·Most·Horror
{GxAr} 3·'·by·ANDY·PRICE
{FtAj} 4·'
{FtAr} 10·DATA·21,89,be,22,98
{JrAq} 20·DATA·a3,c3,7a,a3,af
{EmAs} 30·DATA·32,0b,1a,c3,88
{OxAr} 40·DATA·13,41,50,00,00
{DrAo} 50·hm=HIMEM+1
{CwAp} 60·MEMORY·39999
{GsAq} 70·LOAD"!weems.fnt",hm
{EoAu} 80·LOAD"!wloader",&A37A
{JkAr} 90·FOR·x=&BE80·TO·&BE8F
{NtAt} 100·READ·a$:a=VAL("&"+a$)
{OjAq} 110·POKE·x,a:NEXT
{NlAp} 120·CALL·&BE80
```

Multiface poke for Mr Weems...:
Address 1A0B **Poke** 00

I remember *Nosferatu the Vampyre* – Klaus Kinski minus his makeup, creeping up and down stone staircases, looking for the non-existent film script – not my idea of fun. Anyway, enough of that, the game has a certain atmosphere, and more so now Andy has added a little bit of life to spice up the proceedings.

```
{NiAq} 1·'·Nosy·the·Vampire
{IpAo} 2·'·4·Most·Horror
{GxAr} 3·'·by·ANDY·PRICE
{FtAj} 4·'
{EqAs} 10·DATA·21,89,be,22,6d
{CkAt} 20·DATA·10,c3,00,10,f5
{DlAr} 30·DATA·3e,3d,32,2c,28
{MjAr} 40·DATA·f1,c3,00,1a,00
{JwAr} 50·FOR·x=&BE80·TO·&BE92
{KiAt} 60·READ·a$:a=VAL("&"+a$)
{CxAx} 70·POKE·x,a:NEXT:OPENOUT"AP"
{BtAs} 80·MEMORY·&FFF:CLOSEOUT
{EvAt} 90·LOAD"",&1000:CALL·&BE80
```

Multiface poke for Nosferatu:
Address 282C **Poke** 3D

Let's do the time warp again... with Andy's poke for *The Rocky Horror Show*, last on the *4-most Horror comp*. Did you know that the clean

NEW KIDS BLOCK

If it's worrying you that the pokes in *Cheat Mode just* look like a jumble of signs, squiggles and numbers to you, fear not, that's just what they are! Programs, written by specialists to take the control of loading function, alter, and then start the game. What you will need to do, should you want to use one, is:

1) Make sure the routine is written for your format – disk or tape – they will not generally workwith both.

2) Type it in to the computer,making sure there are no errors.

● Typing in routines is always prone to errors, so there are a couple of things which are designed to help.

The first are the funny numbers within the "{ }" brackets on the left. They are NOT to be typed in but are a code produced by the TYPEWRITER program printed in the *Type-Ins* section this issue. It checks each line as it is typed in and produces a code which can be compared with that printed.

Secondly, all SPACES in the lines have been replaced by dots (which cannot be accessed from the keyboard, by the way), the idea being that it makes them easier to see. Got a DOT? Replace with a SPACE!

Quite often the routine itself will have a built in check on the DATA numbers and will advise you if one of them is typed in wrongly. User friendly or what?

3) Save the program to tape or disk (not the game tape or disk) so that it can be used again.

4) Put in the game tape or disk and type |TAPE or |DISC.

5) Type RUN to run the routine (not RUN "" (CTRL+ENTER) as you normally would)

You should find that the game will load normally, or you will be given instructions on what needs to be done.

shaven chappie in *The Crystal Maze* was Riff Raff in the film? No... neither did I, isn't life just crammed full of surprises? Stop the freezer and infinite time (not to mention a fortnight in the Crystal Dome with mumsie) are the goodies this time.

```
{GiAq} 1·'·Rocky·Horror·Show
{IpAo} 2·'·4·Most·Horror
{GxAr} 3·'·by·ANDY·PRICE
{FtAj} 4·'
{ItAs} 10·DATA·2a,38,bd,22,bd
{LvAt} 20·DATA·be,3e,c3,32,37
{OwAt} 30·DATA·bd,21,92,be,22
{NoAs} 40·DATA·38,bd,c9,f5,e5
{FrAt} 50·DATA·3e,cf,32,37,bd
{MtAs} 60·DATA·2a,bd,be,22,38
{BwAu} 70·DATA·bd,21,ad,be,22
{KtAr} 80·DATA·cc,a5,e1,f1,cd
{NvAr} 90·DATA·37,bd,c3,91,a5
{MrAs} 100·DATA·af,32,44,0c,32
{GvAs} 110·DATA·4f,0c,32,58,0c
{BrAu} 120·DATA·32,68,0c,c3,5a
{DqAr} 130·DATA·97,00,00,00,00
{BjAr} 150·FOR·x=&BE80·TO·&BEBC
{EpAu} 160·READ·a$:a=VAL("&"+a$)
{AuAu} 170·POKE·x,a:y=y+a:NEXT
{KwAt} 180·IF·y<>&1C56·THEN·240
{DmAr} 190·CALL·&BE80:RUN""
{BqAs} 240·PRINT"Error·in·poke"
```

Multiface poke for Rocky Horror:

Address	Poke	Effect
0C44	00|	Stops freezer
0C4F	00|	and
0C58	00|	infinite
0C68	00|	time

Blazing Thunder

Finishing off this month's pokes, and going out in a blaze of glory himself, Stephen Troup of Kings Lynn steals the thunder with this tape poke for *Blazing Thunder* and provides a choice of cheats.

```
{MlAr} 10·REM·Blazing·Thunder
{MiAl} 20·REM·······by
{BoAs} 30·REM··Stephen·Troup
{NoAo} 40·MEMORY·&87FF
{FkAp} 50·LOAD"!BLAZING"
{GjBj} 60·POKE·&886C,&98:POKE·&886D,&89
{BpAm} 70·a=&8998
{EwBm} 80·READ·b$:IF·b$="ST"·THEN·CALL·&8800
{IjAs} 90·POKE·a,VAL("&"+a$)
{NiAl} 100·a=a+1
{OrAl} 110·GOTO·80
{FwAw} 120·REM·Infinite·Smart·Bombs.
{DxAs} 130·DATA·3E,A7,32,0B,53
{PjAr} 140·REM·Infinite·Fuel.
{JpAu} 150·DATA·AF,32,F2,52,32,FE,52
{KpAs} 160·REM·Leave·last·line.
{PuAr} 170·DATA·C3,50,80,ST
```

Multiface pokes for Blazing Thunder Tape:

Address	Poke	Effect
530B	A7	Inf. smart bombs
52F2	91|	Inf. fuel
55FE	91|	

Hawkstorm

Graham whips up a storm with this his final cheat of the month for *Hawkstorm*, Graham has supplied the Multiface stuff for both the 64K version and the 128K version, but the cheat is for the 64K only (was it was something I said?)

```
{JpAr} 1·'·Hawk·Storm··(tape)
{IvAp} 2·'·64K·version
{HwAq} 3·'·By·Graham·Smith
{IiAr} 4·'·Infinite·energy
{CnAt} 5·'·Infinite·bullets
{FvAj} 6·'
{BiAu} 10·DATA·af,32,29,20,32,9a
{BmAt} 20·DATA·21,32,26,2d,32,87
{JxAt} 30·DATA·2f,32,20,35,32,63
{InAv} 40·DATA·38,c3,18,0e,11,00
{OvAr} 50·DATA·01,43,cd,77,bc,21
{BjAr} 60·DATA·dd,00,22,66,01
{DrAs} 70·FOR·j=0·TO·34:READ·a$
{DsAt} 80·x=VAL("&"+a$):y=y+x
{LsAu} 90·POKE·j+221,x:NEXT·j
{NxAs} 100·IF·y<>2461·GOTO·120
{IiAr} 110·MODE·1:CALL·243
{AwAr} 120·PRINT"data·error
```

Multiface pokes for Hawk Storm:

64K Version

Address	Poke	Effect
2029	00|	Inf. energy
219A	00|	
2D26	00|	
2F87	00|	
3520	00|	
3863	00	Inf. bullets

128k version

Address	Poke	Effect
2026	00|	Inf. energy
2197	00|	
2D23	00|	
2F84	00|	
351D	00|	
3864	00	Inf. bullets

Yogi's Great Escape

A couple of months ago there was a cheat for *Yogi's Great Escape* here in *Cheat Mode* which suggested you to redefine the keys to ICE for infinite lives. Well, that wasn't quite accurate (just testing you understand) – Philip Brown of Boston tells me that the cheat for the Hi-tec version involves pressing the the keys I,C,E down on the title screen (I've tried it, and it works!). Thanks very much Phil.

The Light Corridor

Infogrames' latest bat and ball game *The Light Corridor* is the subject of these cheats, two of them! Pause with RETURN, then type in LOS ANDROLLOS COMEN POLLO for infinite balls, or, pause the game and type SOMORMUJO VECTORIANO to see the light at the end of the tunnel. We put the best brains available on the job (Debby and her Mam), apparently it's Spanish and something to do with chickens! (Don't ask me!!)

Titanic

From P.L Curgenven in Trevone Bay comes an iceberg of a password to get you onto the higher level in the game *Titanic*. No need to hold your breath a moment longer, it's SUSIE.

Midnight Resistance

Here's a good tip for *Midnight Resistance* from Jamie Dyson down in Plymouth and Jeremy Crute in Cobham – When you reach the end-of-level-guardian press CONTROL and it will self destruct (the guardian, that, is not the control key – oh, I don't know, though).

Continental Circus



Stephen Matthews from Kings Lynn is fast becoming part of the regular scene here in *Cheat Mode*. Tips, Multiface pokes and now keypress cheats, keep up the good work Steph, it's about time you had a prize for your work. This one is for *Continental Circus* – Press CLR and redefine the keys as C,H,E,A,T,Space then on returning to the main screen the border colour will have changed, you now have infinite continues.

Multiload magic

We've had this tip for multiload tape games before, but just in case you haven't heard here it is again from Kevin Hoy of Bootle, Martin Pegler of Fareham, William Ramage of Forth, Andrew Staff of Grimsby and Michael Westmacott of Bristol

A number of games allow you to load higher levels than the one you are supposed to. Some have a small "header" so the computer can check which level it is (*Cabal, Dragon Ninja, Untouchables, Chase HQ, Robocop*), and need the correct header loading before the block you want, others just load the next one on the tape (*Shadow Warriors, Future Bike Simulatror, Flibo's Quest, Tintin on the Moon, Rastan*). Listen to the tape and take note of the tape counter at the start of each level, then at the appropriate time whizz the tape forward to load a higher level. (Go on, it's worth a try).

Nightbreed



Kevin Hoy of Bootle, who did such a wonderful job with the solution to *Myth* back in *AA63* has returned from a tecnicolour trip to Midian clutching a solution and tips to the new Ocean game *Nightbreed*. Baphomet (Baphnight to his buds) may never be the same again.

TIPS:

- Get a gun as soon as possible
- Kill all of the "Sons of the free"
- Stand still when on a screen with a vomiting fat man, he will ignore you and walk off the screen.
- You can jump further if you transform into Cabal, but whilst transformed you cannot use a gun.
- On the Game bottom turn away from the eyes and look out from the explosions under the floor.

SOLUTION:

Game top:

Go right as far as you can then go through the door.

Go through the next door on the screen with the vomiting man (what will they think of next?).

Go left, jump over the mine and collect the circle icon.

Go right and into the door on the far right.

Step onto the mine (it won't harm you), a hole will appear.

Jump down the hole and enter the next level (there are many ways but this is the quickest).

GAME MIDDLE:

Go right and down the ladder, then go through the door.



Go left and down another ladder.

Go left and open the door (you can only do this if you have the circle icon from Game top).

Go through the door and collect the rectangular icon, exit the room.

Go right, up the ladder, and right again.

Jump off the edge of the floor down to the ground.

Go right and up the ladder (duck under the flying teeth).

Go through the door, right, down the ladder, and right again to the edge of the floor.

Jump off the edge and fall to the Game bottom.

GAME BOTTOM:

Go down the ladder, left, down the first ladder and left again.

Go down the ladder, and left again.



Don't open the door in the Berserkers' corridor until you have been baptised or you will be torn apart! (If you do this you cannot win the game without re-loading – be warned!)

Go up the ladder, left, up the ladder and left again (pass the ladder going down).

Up the ladder, right, and again up the ladder.

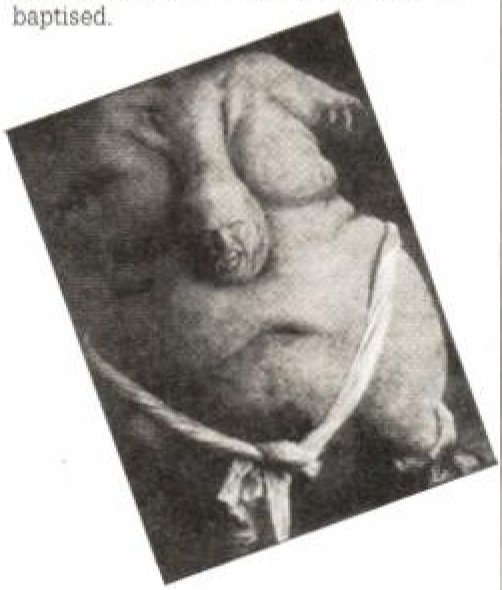
Fight the mask (he will escape) and collect the triangle icon.

Baphomet will summon you.

Make your way back down to the Berserkers' corridor and walk right until you come to Baphomet's chamber.

Open the door and go inside...

Baptism (display) – watch yourself being baptised.



GAME BOTTOM:

Go left and open the door in the Berserkers' corridor.

You will be told to lead the Berserkers to the surface.

Go left, up the ladder, left, up the ladder, right, up the ladder and through the door.

GAME MIDDLE:

Go up the ladder, left, and jump over the mine.

Go left, up the ladder, right, up the ladder, left, up the ladder and through the door.

Escape (display) – Watch the Nightbreed escape.

THE END:

Descend to Game bottom as before.

Fight the mask and rescue Cori.

Return to the surface as before. **AA**

Multiface Marinations

Without a care for his own safety, the incredible Captain Ken Blithy (Kenneth Wood of Blyth) stepped onto the deck of the heaving Multiface. Down in steerage a number of green and bewildered passengers were stuck, well and truly out-depthed by the flood of compilations. "Shiver me anchor", "Splice the timbers", and "Weigh the mainbrace" squawked Poirot the parrot, as the cap' gave those 'lubbers a taste of the cat... sad really, they were expecting fish-fingers!

Name		Address	Poke	Effect
● TNT compilation:				
Dragon Spirit	(t)	206B	00	Inf. lives
Toobin	(t)	9CE5	00	Inf. credits
Xybots	(t)	70F3	00	Inf. credits
Hard Drivin'	(t)	08BF	00	Inf. time
● Fists 'n' throttles:				
Enduro Racer	(t)	A114	00	Inf. time
● Thrill time Gold 3:				
Commando	(t)	14C0	FF	255 lives
		072A	FF	255 bombs
● Edition 1 comp:				
Gemini Wing	(t)	443B	00	Inf. lives
Xenon	(t)	0827	C9	Inf. lives
		080B	C9	Inf. energy
● 100% dynamite:				
Last Ninja 2	(t)	5289	80	128 lives
● Taito Coin Op:				
Arkanoid 2	(t)	3318	A7	Inf. lives (1st load)
		419C	A7	Inf. lives (2nd load)
		3318	A7	Inf. lives (3rd load)
		4207	A7	Inf. lives (4th load)
● Hollywood collection:				
Indiana Jones	(t)	31B8	00	Inf. lives
		224B	00	Inf. whips
Ghostbusters 2	(t)	6721	00	Inf. lives (pt 1)
		6A01	00	Inf. proton beams
		6A83	00	Inf. pkr bombs
		6AD9	00	Inf. pkr shields
		6D63	00	Inf. fireballs (pt 2)
		70FC	00	
		7195	00	Inf. slime
Robocop	(t)	3F23	00	Inf. energy
Batman movie	(t)	EE06	C9	Inf. energy
		6743	00	Inf. lives
		76EE	00	Inf. time

THE MULTIFACE WAY

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both, its worth a try). Just in case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

A) Load the game as normal.
B) Press the RED button on the MULTIFACE.
C) Press "T" for tool.
D) Press "*" to make sure you select the code.
E) Press "H" for HEXADECIMAL input.
F) Press "SPACE" for input.
G) Type in the ADDRESS (4 characters ie. 3A7C)
H) Type in the POKE (2 characters ie. A7)
I) Press "RETURN"
J) If there is more than one poke goto (f)
K) Press "ESC" back to the menu.
L) Press "R" return to the game.

TEARAWAY



All the pokes in *Cheat Mode* are generated by skilled hackers, probing deep into the game code for those elusive cheats. *PHIL HOWARD* examines a utility that helps you do just that...



● ***Tearaway's* main menu. Once installed, it hides itself away in Multiface II's built-in memory, ready to be accessed when you hit that red button. Then its powerful 'hacking' features can be used to get the better of those otherwise unbeatable games.**

£12.50 disk only (£9.50 if you supply your own disk) ● CPC Network, 3 The Cottons, Outwell, Wisbech, Cambs PE14 8TL

In the beginning there was the Multiface II. A window on the works had opened. Then came *The Insider*, who lurked within the Multiface and cast his Z80 eye over the CPC landscape. Now... look out, here comes *Tearaway* the informer, poke finder and revealer of detail, rallying to the aid of baffled games players everywhere, and (very possibly) with the ability to vanquish the evil *Insider* for all time.

Tearaway is a utility from CPC Network, a new outfit headed by enthusiast James Verity. It has been developed primarily with poke finding in mind, to help everyone from the keen novice to the hardened hacker squeeze that bit more out of their Multiface II. And what's more, it is dead easy to use.

United AmstradUser Group members ahoy! CPC Network is offering you special discounts. Get in touch for more info.

System requirements

Supplied only on disk, *Tearaway* requires at least 128k of memory (not necessarily a 6128, though), and of course a Multiface II. A friendly opening menu offers the options to install *Tearaway* itself, to read/print a comprehensive help file (which doubles as instructions), or customise the display colours. Once *Tearaway* has loaded into the Multiface RAM the computer resets, and, to all intents and purposes it was never there. You're free to run and play your games as normal... but, press the red button on the Multiface II and instead of the minimal information line, or the *Insider's* postage stamp display, *Tearaway's* main menu takes over the screen. The entire program is menu-driven, so that you are never further than couple of keystrokes away from where you want to be.

Exploring the options

These program's main features are all, to a greater or lesser extent, part and parcel of the hacker's repertoire. However, one of the options is unusual and interesting enough to mention further. It is the unique search facility, the development of which has been based primarily on poke finding, and it incorporates a clever system called the Null Value Option, which enables the user to search for opcodes with unknown addresses – it sounds ghastly, but can be extremely useful.

For instance, a frequent method of reducing lives etc. within a game is to use the sequence:

```
3A 34 12   LD A,(1234)   ;Get the lives
3D         DEC A         ;Reduce them by 1
32 34 12   LD (1234),A   ;Put them back
```

Normally, though, the address 1234 will be unknown (different in each game). By setting the Null value to 00 and the search string to 3A 00 00 3D 32 00 00, Tearaway will search the entire memory (very speedily too) and report a list of locations where this combination can be found.

If you you are a newcomer and unsure what to look for, the program's built in documentation lists half a dozen possible "cheat" routines to try out... you could make the hallowed *Cheat Mode* pages yet!

Main features

- A full disassembler supporting documented (and undocumented) Z80 opcodes.
- A comprehensive search facility
- A memory editor and memory dump
- A graphic display of the memory area
- Information on, and the option to, change the registers, palette, and chip status.
- Plus the choice to output the data to screen or to printer (in hex or decimal), to insert pokes, and shuffle blocks of memory about.

The competition

Inevitably, comparisons are bound to be made with Romantic Robot's own program, *The Insider*, but there is no doubt that *Tearaway* is streets ahead, written specifically to fill the annoying gaps left by *The Insider*. Once loaded there is no disk access to slow you down, the menus are clear and easy to use, and the entire screen is used for display.

On the minus side, however, to achieve these benefits, *Tearaway* utilises 16K of the computer's usable memory, and by doing so renders itself incompatible with a few multiload games. Also the disassembler and memory dump use a software (rather than hardware) scroll routine which makes them slightly difficult to read on the move. Lastly, the key selections for options are not terribly logical, it would have been nice to use "D" for Disassemble, "S" for Search, etc.

These criticisms are minor compared to *Tearaway's* advantages, which represent something new and exciting for the Amstrad. CPC Network itself, the company which produces *Tearaway*, is friendly, speedy, and professionally run. *Tearaway* is a useful program which should become an essential buy for Multiface II owning hackers and cheat seekers everywhere.

AA

GOOD NEWS

- **Clear and friendly to use**
- **Fast Search**
- **Full screen display**
- **Unique Null option**

BAD NEWS

- **Needs Multiface II, 128K and a disk drive**
- **Full memory games are a problem**
- **Software Scroll is slow**
- **Non-intuitive keyboard shortcuts**

DONALD'S ALPHABET CHASE



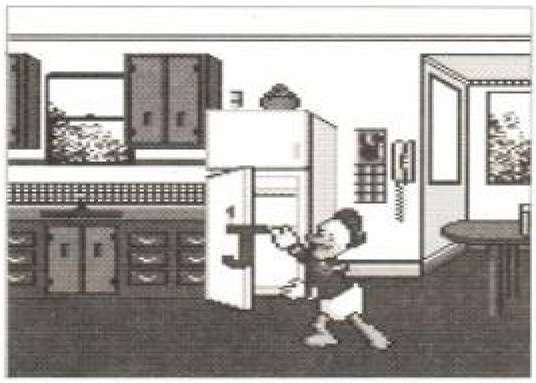
The alphabet is the first step a child takes in learning to read and write. We didn't have a child handy… or did we? *FRANK O'CONNOR* learns his lesson!

£10.99 Tape, £14.99 Disk • Disney Software

Educational games for children are becoming a fairly common sight on the Amstrad and so quality is paramount if a program is to make an impact.

So when Disney, unchallenged master of children's entertainment, decides to release a game, it ought to be something very special indeed.

Donald's Alphabet Chase sees the bad-tempered duck looking round his house for his missing alphabet pets. Alphabet pets, as if you didn't know, are little letter-shaped animals with a penchant for devilment and mischief.



• Aha! Donald's found that naughty letter 'J' in the fridge. The graphics are colourful and bold, and Donald himself is very well drawn.

Pesky varmints

Donald's task is to round up the pesky little varmints and put them in their correct place. The letters are scattered in various rooms throughout the house. To help find the letters, the child simply presses the key they wish Donald to next search for. Don will then go to the correct room, find the letter, and tuck it safely away.

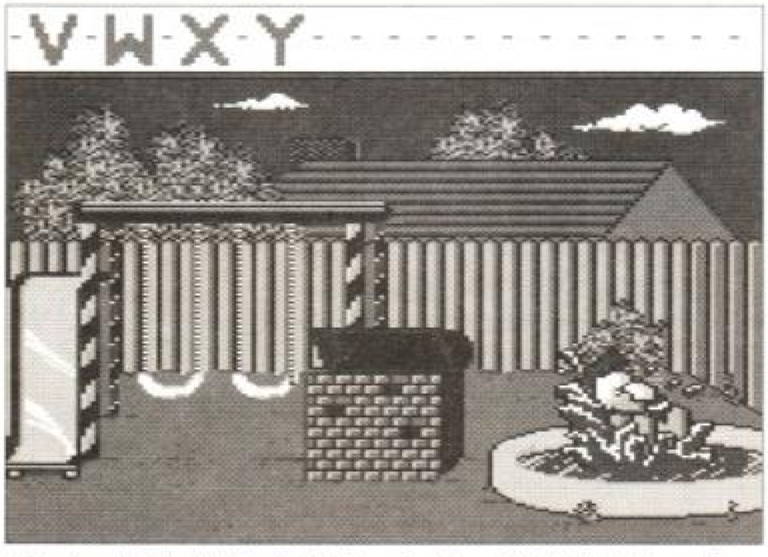
If a few moments are allowed to elapse without a key being pressed, one of the letters will appear on the screen anyway (though Donald won't be able to catch it until you press the appropriate key). There is no indication of which letters have already been caught, so this at least gives an idea of what's left to go for.

Once all the letters in a particular location have been collected, a section of the alphabet song is played. The more locations completed, the more of the tune is played. Then Donald leaves the room, unable to visit it again.

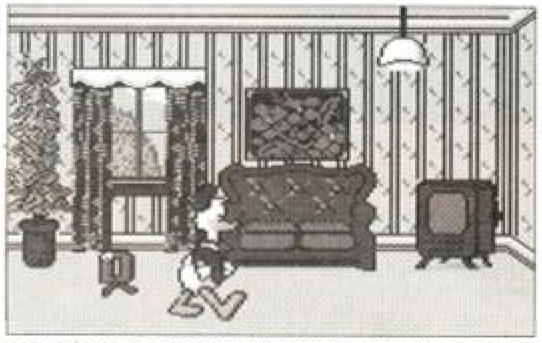
The action moves from room to room, with more of the diabolical little letters showing up in the most unlikely places. They could be in the fridge, behind the TV or swinging from the lightshade. Donald, once he has spotted the letter, will grab it when prompted. He may have to jump to reach the darn thing, but he'll get it eventually.

The main problem with this mode of 'play' is the repetitive nature of the action. Donald is only able to perform one task. This task may well be carried out in several different settings and situations, but it wasn't quite enough to hold my niece Lucy's attention.

A four year old has a fairly short attention span and a few more tasks would have helped keep things going.



• Ha ha ha! That's the best bit so far! Donald falls into the swimming pool while he's searching for those elusive letters. *Donald's Alphabet Chase* has a few humorous sequences (too few).



• Behind you, behind you! The daft duck can't see that letter 'D'! He'll get it eventually, though.

Still, the colourful graphics were a delight to the child and the interaction with a favourite Disney character is a real boon to a toddler.

On the graphics side of things there are few complaints. The screen is filled with a positive feast of colour. Donald is well animated, perhaps a little slowly, but the essence of his character is there.

From two to five?

The title is aimed at a fairly wide age group; two to five. This may not sound like a large range, but the difference in ability between the two extremes of this group is larger than you'd think. The five year olds probably know their alphabet already and should be putting it to some use by that point. Two and three year olds however would probably appreciate something as simplistic as this.

The other problem is that the program doesn't teach alphabetical order directly, although the alphabet is displayed. The letters can be chosen in any order, and so it is up to a parent or teacher to explain which goes where.

The question is, does the program do what it is supposed to? Is it as educational as Disney would have us believe? The short answer is no. As attractive as it looks, the program doesn't stand up to much analysis.

Flashing lights and simple tunes are not enough to justify the purchase. When compared to the competition this looks fairly dire. Good advice would be to shop around for a more flexible package. **AA**

GOOD NEWS

- **Colourful and attractive, with instantly recognisable characters**
- **Donald's tantrums and animated sequences bring many a young chuckle**

BAD NEWS

- **The slow pace is frustrating**
- **Repetive 'gameplay' soon promotes boredom**
- **Only a handful of different 'scenes'**
- **Poor value – you get little education for your money**

AA SMALL ADS

For Sale

BROTHER Dot Matrix printer M-1009 with lead, suitable for CPC464 also Tasword tape and manual. Board games on tape. £75 the lot, Mary 081 789 6809.

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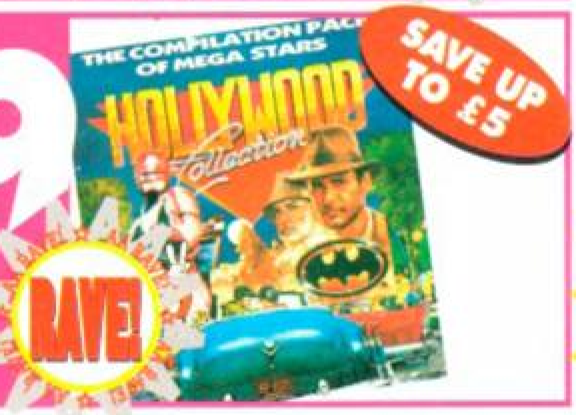
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